CU

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THE MAGAZINE FOR A500, A600, A1200 & CD32

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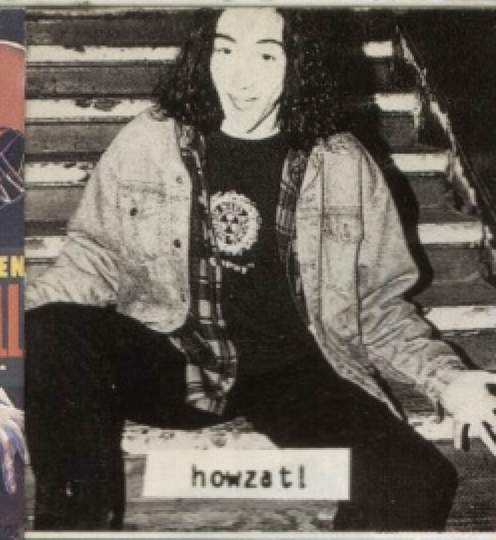
DISK 82 A500, A500+, A600, A1200 COMPATIBLE CU AMIGA

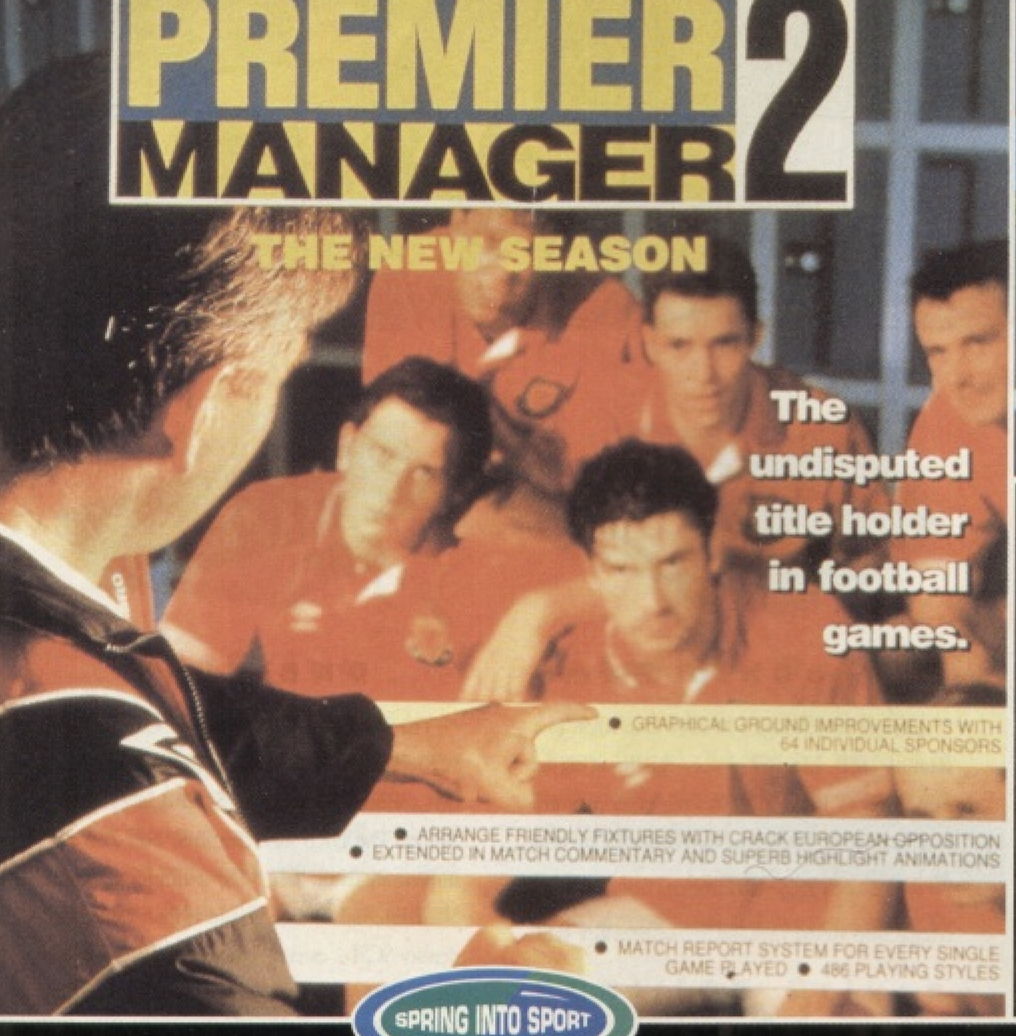


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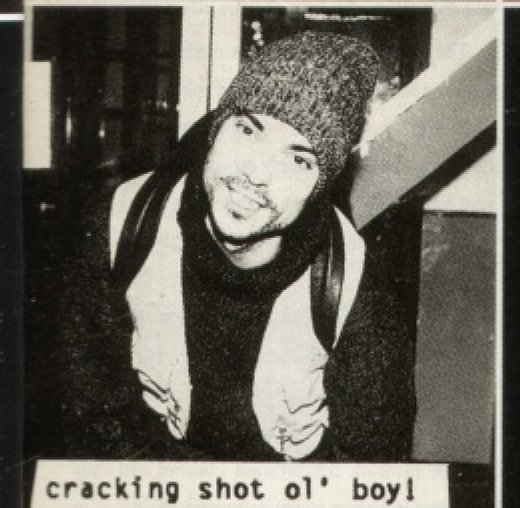
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AMIGA

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sensible soccer 92/93		~~£25.99~~	£15.99
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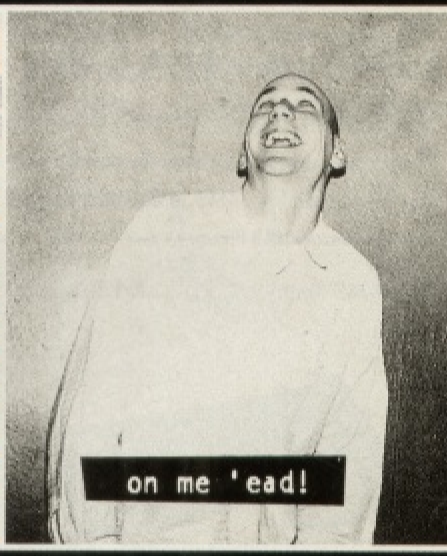
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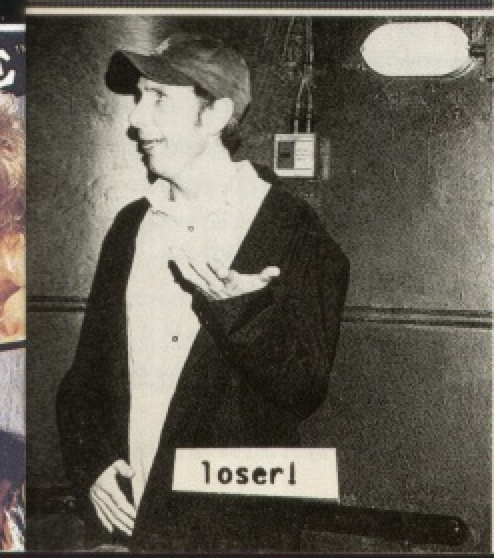
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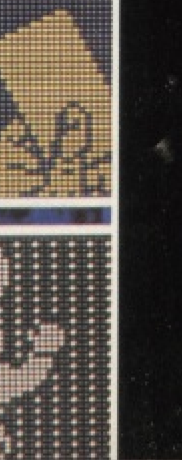
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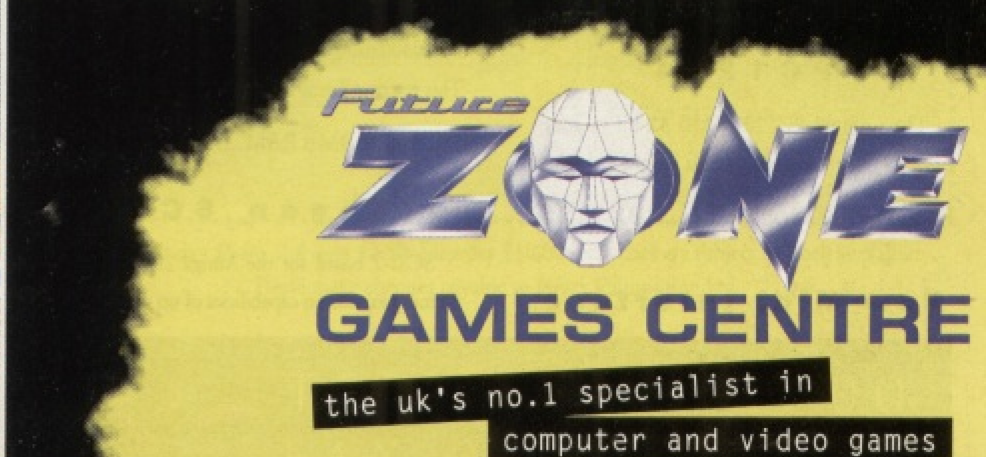




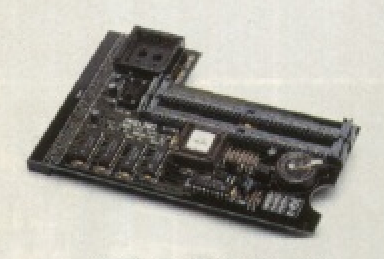












PC1202-8

Power Computing and DKB have joined forces to produce the ultimate A1200 32-bit memory expansion. The PC1202-8 uses the latest industry standard 32-bit Simm technology which allows you to use 2MB, 4MB and 8MB modules. Simply by adding either a PC1202-8 to your Amiga 1200 will increase its processing speed by 219%, comes with real-time battery backed clock and optional FPU available.

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PC1202-8 + 68882 20MHz £99.95

With 2MB

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Trade in your 2MB Simm to upgrade to 4MB or 8MB, telephone for details.

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PC1202-8 + 68882 40MHz ... £299.95

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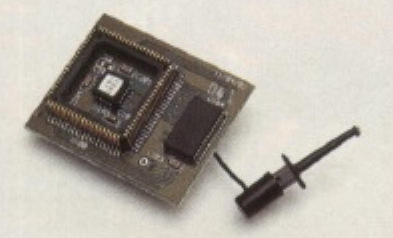
PC1204

The original PC1204 4MB 32-bit memory expansion is still available, and is exceptional value.

PC1204 + 68882 50MHz £319.95

New Midi Interface

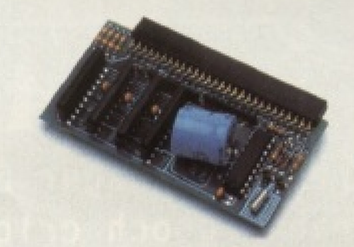
Midi Interface (new Midi chip) .. £19.95



MegaChip Ram

Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 1MB of RAM and drawing extra memory from any other RAM you have installed in your Amiga. No soldering is required.

MegaChip RAM £159



A500 Memory

A 4-chip 512K RAM expansion with a battery backed clock. Free software included. (A500+ compatible)

A500 Card with clock £29

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Expand your Amiga 500 from 2MB to 8MB of RAM. Plugs into the side slot, full auto-config, and through port.

2MB Board £139
4MB Board £219
8MB Board £299

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We manufacture a vast range of memory cards for the Amiga 500, 500+, 600, 1200, 1500, 2000, 3000 and 4000. Please telephone us for prices and availability.

DKB 3128

Up to 128MB of RAM on your Amiga 3000/400 using 4,8,16 and 32MB Simm modules. This is a true Zorro III 32-bit memory board.

DKB 3128 0MB RAM.................. £279

Octogen SCSI-2

SCSI-2 board for the Amiga 2000 including memory expansion capabilities of up to 8MB.

Octogen SCSI-2 .... £129



DKB 4091

The DKB 4091 (licensed by Commodore) SCSI Host Adaptor is a high performance board that connects up to seven SCSI devices to your Amiga. The DKB 4091 features: Full Zorro III implementation, fast SCSI-2 implementation, SCSI internal connector and ribbon cable, high density SCSI-2 external connector, direct memory access (DMA) and hardware to install a 3.5" hard drive on the board.

DKB 4091 .... £299



Video Backup

Use a VCR as a backup storage device. Two hundred Amiga floppy disks fit on to a 4Hr tape which can be used for an alternative hard disk backup system. What's more you can now watch television on your 1084s monitor. A Scart or Phono version is available.

Video Backup Scart £65
Video Backup Phono £60

GVP Products

Power Computing can supply all GVP 'High end professional' hardware and software. Please call for your requirements.

EGS Spectrum 24-bit card (2MB)... £389
G-Lock (PAL video genlock) £299
HC8+ SCSI controller................... £129

Hard disks available from 52MB to 1GB

Co-processors

All maths co-processors include crystals.

20MHz... £40
33MHz... £69
40MHz... £89
50MHz (PGA)................................ £154



Disk Expander

Disk Expander is an innovative program for all Amiga users. With this software solution you may double the capacity of your floppy disk or hard disk drives. The installation process takes only a few seconds and afterwards DiskExpander works invisible in the background. The compression ratios vary from 30% to 70% depending upon the used compression-algorithms and upon the kind of data.

The easy-to-use graphical user interface guarantees that even the inexperienced user is able to use Disk Expander immediately without any problems. DiskExpander does not only expand the capacity of your hard disk drive, even floppy disks now have a storage space of approximately 1.5 megabytes.

The concept of DiskExpander was designed under the aspect of maximum data security and high compression speed. The user decides to which extent the data is condensed by choosing high or medium compression libraries and thus has direct influence on the processing speed.

- Can add 50% to your hard drive capacity at a stroke
- Fast compression and decompression
- Flexible and expandable as new compression libraries are developed
- Works with all drives, including SCSI, IDE, Floppies, and even the RAM disk
- Reliable in tests - no data corruption
- Once installed the program is transparent to the user
- Works on any Amiga and any KickStart

Disk Expander £35

Tandem CD-DE Card

The Tandem CD-DE includes these features

- For 1500/2000/3000/4000
- Supports Mitsuma LU005 CD-ROM & FX001D double speed CD-ROM drives
- Supports Syquest 3.5" drives
- Supports IDE hard drives
- Play audio CD utility
- Requires KickStart 2.04 and above
- Includes cables, software and manual

Tandem CD-DE card £69
Tandem CD-DE & Double Speed CD . £229

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- ll cables & Power supply included

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argo Primera Printer

Now you can produce stunning, high quality tput on paper, transparency film or even Shirt transfer from your Amiga. The Primera lour printer, recent recipient of countless awards the IBM-PC and Macintosh markets is also the rfect companion to any Amiga. Primera uses x thermal transfer technology, a technology ually associated with much higher priced nters. Some of the features include, software vers for Amiga, PC and Macintosh, optional oto-realistic upgrade kit (dye sublimation) and onochrome ribbon cartridges available for text nting only.

imera printer........................... **£649**
oto realistic upgrade kit............. **£199**
oto realistic refill kit (100 prints)... **£250**
oto realistic refill kit (25 prints) . **£79.95**
colour ribbon (80 prints).......... **£38.95**
olour ribbon (115 prints) **£38.95**
onochrome ribbon (400 prints).. **£31.95**
imera paper (A4 200 sheets) **£18**
Shirt transfer paper (A4 10 sheets).. **£17.95**
mera & Studio DS software **£699**
udio software is a true 24-bit printer driver)



XL Drive

The XL Drive can be used with any Amiga Computer, and allows you to store a massive 1.76MB on a high density floppy diskette. The drive can also act as a standard 880K drive and can read and write disks written on an A4000 internal high density drive. XL Drive requires Kickstart 2 or above.

XL Drive external...................... **£89.95**
XL Drive internal (all Amigas*) **£79.95**
XL Drive internal A4000 .... **£89.95**

PC880B Drive

The new updated PC880B is the most impressive disk drive of its kind on the market. The drive includes a strong aluminium casing, an anti-click device, virus blocker, Cyclone compatible chip and the latest built-in backup hardware which allows X-Copy to copy and verify. What's more you can now control these features through your mouse, so there are no more annoying switches to use.

PC880B with Blitz Amiga................ **£70**
PC880B with Blitz & X-Copy........... **£80**
PC880B 1.76MB Upgrade........ **£49.95**

Features	PC880B	Amitek
Anti-click	●	●
Anti-virus	●	●
Aluminium extrusion	●	
Sony mechanism	●	●
Isolation switch	●	●
Thru'port	●	●
Upgradable to 1.76MB	●	
Cyclone compatible chip	●	
Built-in backup hardware	●	
Mouse operated	●	

PC880E Drive

This drive is a high quality external floppy drive at a fraction of the price. As with all of our drives the PC880E has a thru'port, disabling switch and 12 month guarantee

PC880E Economy Drive........... **£49.95**



Internal Drives

We use the same drive mechanisms as Commodore so that you get the kind of reassurance at a cheaper price than other internal drives on the market.

PC881 A500 Internal drive.............. **£40**
PC882 A2000 Internal drive **£40**

SCSI/IDE Drives

We can supply SCSI or IDE 3.5"/2.5" hard drives in many different sizes. Including cables and installation software.

80MB IDE 2.5" Internal **£179**
120MB IDE 2.5" Internal **£229**
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52QMB SCSI/IDE......................... **£169**
80MB SCSI/IDE........................... **£179**
160MB SCSI/IDE......................... **£249**
200MB SCSI/IDE......................... **£349**

Floptical Drive

The Floptical stores 20MB of data on a re-writable 3.5" disk. (A SCSI interface is required)

Floptical A2000 Kit **£289**
Floptical A500 Kit......................... **£389**
20MB Floptical Diskette **£25**



Syquest Drives

The new 3.5" removable hard disk from Syquest stores 105MB on each cartridge, with an accessing time of 17ms. An internal and external version is available. (A SCSI controller is required)

3.5" IDE Internal **£499**
3.5" IDE External......................... **£579**
3.5" SCSI Internal **£539**
3.5" SCSI External **£599**
3.5" 105MB Cartridge **£79**



Power Optical

128MB Optical Internal................ **£779**
128MB Optical External **£879**
128MB Optical Disk **£40**
SCSI Controller A2000 .... **£129**

Dual Drive

Our Dual Drive is packed with the many features of the PC880B whilst having two drives using only one port. This is another original from Power.

Dual Drive **£125**

X-Backup Pro

X-Backup Pro (Hardware designed by us) **£29.95**

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System Owned ....
Description ....
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Expiry Date ....
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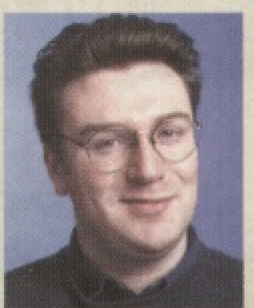
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OFF THE CUFF

EDITORIAL



By the time you read this the European Computer Trade Show will be over, and the most exciting new products and software due out over the next six months will have been revealed. Far from being console and PC dominated the show promises a wealth of Amiga launches, re-affirming the Amiga as the premier home entertainment system – in computer or CD console form. Watch out for a full report in the next issue.

And talking about premier home entertainment, you are, at this very moment, reading it. In the games section we cover the tasty *K240* and *Heimdall 2*, among others. On the technical side we look at a mouth watering GVP SCSI compatible interface, drool over *AdPro 2.5* and whinge about *Wordworth 3* – long awaited, but sadly understated.

The CD32 section is our biggest yet, covering FMV movies as well as the best games available, and the lead feature is all about how *Simon the Sorcerer* got Chris Barrie's voice and how the stars are getting in on the CD revolution. It started on the PC but it could soon move on to the Amiga – thanks to CD32. Until I get my breath back next month, farewell!

Alan Dykes
Editor

AD INDEX

CU AMIGA CONTENTS



18 NEWS

One month ago it seemed as though any sort of official CD-ROM system for the A1200 was unlikely. Other magazines said it wouldn't happen, we remained hopeful. We spoke to Commodore about it. The rumour mill is a funny old thing isn't it? Because of competitive, financial or technological considerations, large companies like Commodore have have to keep quiet about their product launch plans until they are finally decided upon. In the mean-time speculation can lead to all sorts of conclusions – super A4000s, CD64s etc. Many rumours are pie in the sky, and although some might turn out to be true in the long term, the most important consideration for anyone must be fact. Turn to page 18 for some facts.

GET SERIOUS

PRODUCTIVITY REVIEWS PRODUCTIVITY REVIEW PRODUCTIVITY REVIEW

This month we try out not just one, not two, but four major upgrades – *AdPro*, *Wordworth*, *Final Writer* and *Music X*. The latest hardware also under goes indepth testing with an exclusive look at the first A1230-II upgrade – the A1291 SCSI interface, a review of the new Amitek disk drive and the latest scanner from Golden Image and loads more!

Art Department Professional **as you've never seen it before!** **Read all about it on page 100.**



Wordworth **reaches release version 3, but is it a step in a wrong direction?**

Vista Pro Lite **has been on a strict high fibre diet. Now it can just fit into 2Mbs.**

26 STARS ON CD

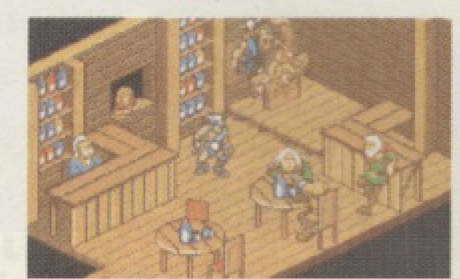
Because CDs have so much space lying around, you can expect to see and hear great things. We exclusively reveal *Simon the Sorcerer*, with a complete star studded voice-track and take a look at how CD games are taking the industry by storm in the good old US of A. We simultaneously reveal just how versatile Tony Dillon actually is.

SCREEN SCENE

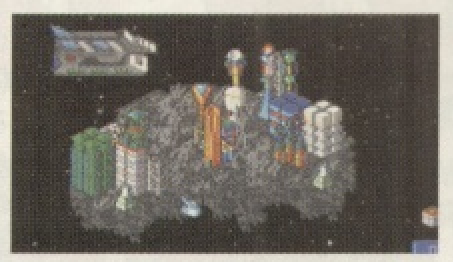
GAME REVIEWS

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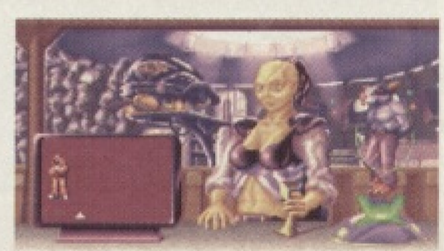
Run for cover, the big ones are coming! As we enter the spring, software houses begin to bombard us with all the really huge games they've been threatening for yonks. *K240* from Gremlin, *Heimdall 2* from Core Design... wouldn't it just top it all if *Cyberspace* finally appeared? You should be so lucky.



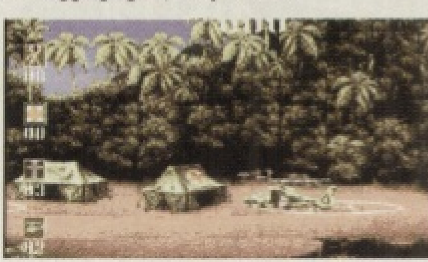
Sail the seven seas and wander about a bit in *Heimdall 2*



Asteroid bonkers in *K240*



Get digging again, Toby's back!



Fancy ripping up a rainforest? *Apocalypse* could well be up your alley.

REGULARS........

NEXT ISSUE ON SALE 19 MAY

EDITOR: Alan 'Yikes' Dykes **DEPUTY EDITOR** Lisa 'It's like a cockroach!' Collins **GAMES EDITOR** Tony 'Gordon Gecko' Dillon **TECHNICAL EDITOR** Andy 'I'll get them... I will, they're crap' Leaning **ASSISTANT TECHNICAL EDITOR** Tony 'Tonsils' Horgan **GROUP ART EDITOR** Gordon 'Gort' Barrick **ART EDITOR** Jo 'Decisions, decisions' Winslow **TECHNICAL CONSULTANT** John Kennedy **CONTRIBUTORS** Jason Holborn, Peter Lee, Andy Mitchell, Vampyra, Steve Keen, Stephen Enstone, Mat Broomfield **DISK COMPILER** Kenny Grant **ADVERTISEMENT MANAGER** Sean Collings **SALES EXECUTIVES** Chris Perera & Kiera Roche **AD PRODUCTION** Tina Gynn & Robin Ryan **GROUP ADVERTISEMENT MANAGER** Nigel Taylor **PUBLISHING DIRECTOR** Mike Frey

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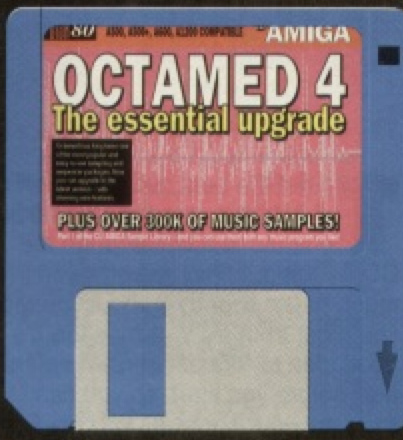
PRINTED IN THE UNITED KINGDOM

ABC 112, 780
July-December 1993

DISKS

This month we give you an amazing THREE disks! The stunning *OctaMED Version 4* is yours for keeps, and there are also brilliantly playable demos of *Bubble & Squeak*, *Banshee* and *Bump 'n' Burn*. All of that plus a massive 300K of samples and fonts too!

DISK 80 PAGE ?



If you're into music, *OctaMED* is a dream come true. If you're not, you soon will be with *OctaMED 4*! It's unbeatable when it comes to putting your musical ideas into action. There's also an exclusive tune and stacks of sounds to get you started!

DISK 81 PAGE ?



Is this the greatest A1200 game ever? Let CU AMIGA take you to platform heaven with Audiogenic's *Bubble 'N' Squeak*. If it doesn't keep you playing for weeks, then nothing will. PLUS: a selection of colour fonts and some hi-res mono clipart to use

DISK 82 PAGE ?



Another AGA only game demo for all you lucky A1200 owners in the form of Core's Banshee – fly your biplane against some of the meanest enemies ever seen. PLUS a full demo of Grandslam's *Bump 'N' Burn* for all Amigas. Carting crazy!



COVERDISK 80

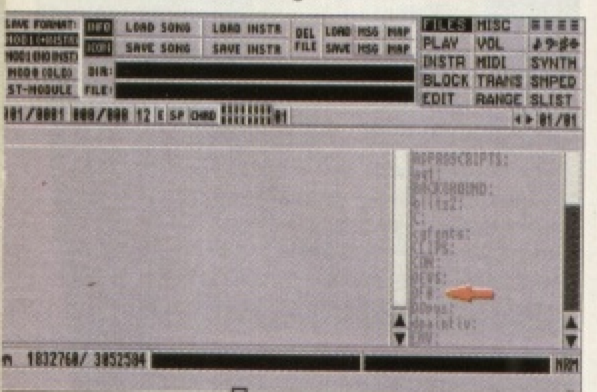
You simply won't believe your ears when you hear *OctaMED 4*, a complete, fully-functional sample and MIDI sequencer – yours to cherish for ever and annoy the neighbours with. Tony Horgan's even knocked up a tune for you too. Fab eh?

OCTAMED V4

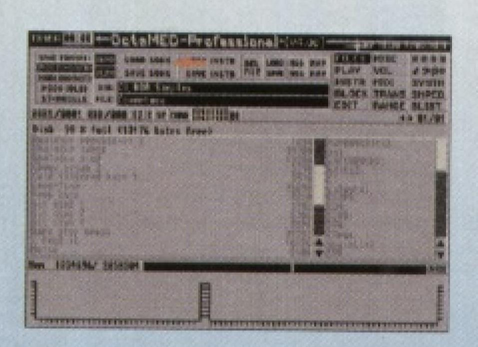
To get the best out of *OctaMED 4*, connect your Amiga's audio outputs to a hi-fi through the CD/AUX input. This will give you much better sound reproduction than you'd get from a TV or monitor. It's a good idea to format yourself a blank disk before you start, so you can save out your songs as you go. For instructions on loading *OctaMED*, see page 17.

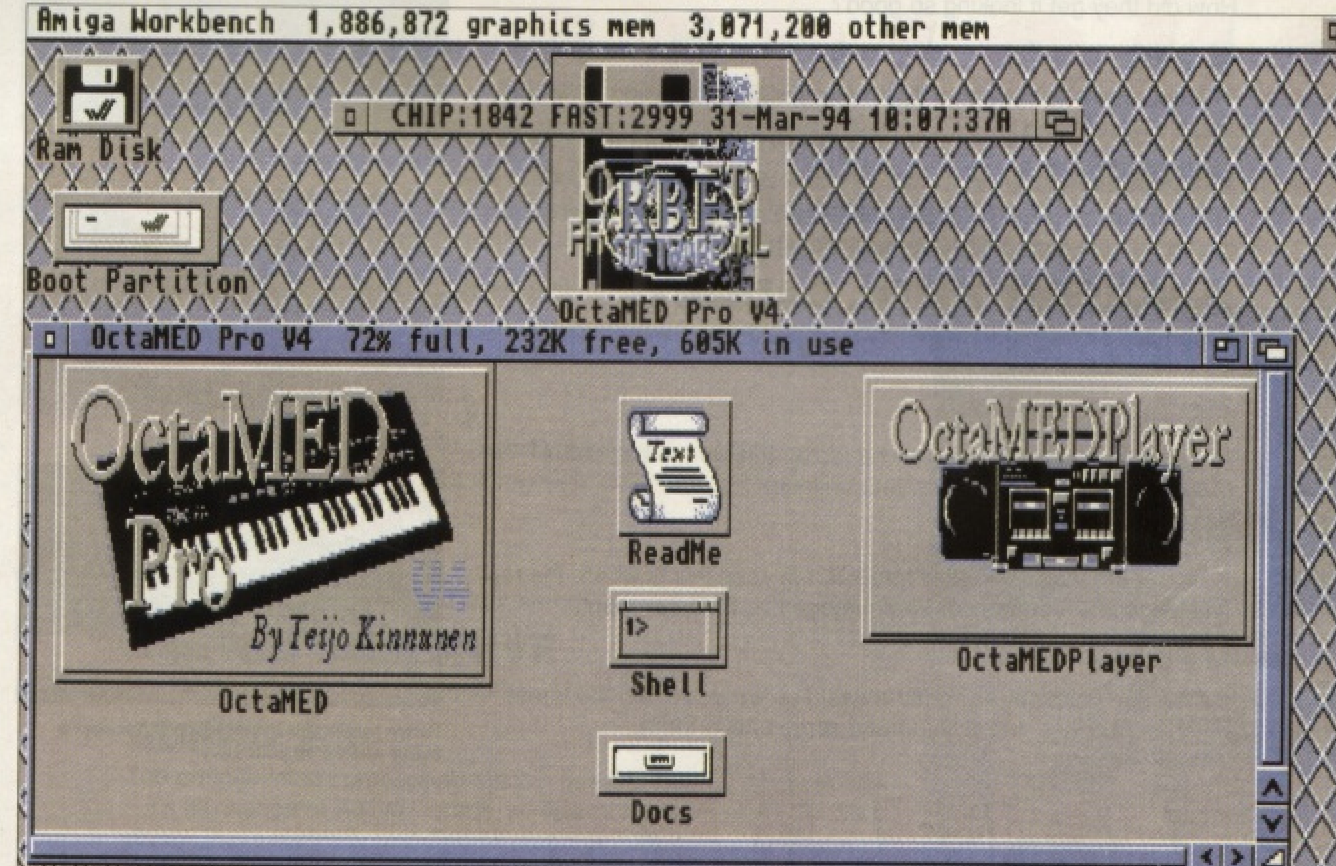
Once *OctaMED* has loaded, the first thing to do is load in the demo song from Disk 80. Click on the FILES button to access the file requester.

A directory listing of the *OctaMED* disk will be loaded and displayed. There is a samples directory on this disk, but it just contains one sound. For now we'll use the sounds on Disk 80. Once the drive light has gone out, replace the *OctaMED* disk (see page 17 for instructions on how to make the OctaMED disk) with Disk 80, and click on DF0: in the devices list on the right of the screen.



Click on the Samples directory on the left of the screen. Move through the list of samples by either clicking and dragging the slider bar, or by clicking the up and down arrows. Find the file named Covertune, and click on it once. Move up to the top of the screen and click the LOAD SONG button.





You're just a mouse click away from the best all-round music program ever created for your Amiga.

The song data will be loaded in, followed by the samples it needs. Once the song has loaded, click on the PLAY SONG BUTTON and crank up the volume. The song loops after about three and half minutes, so press the spacebar to stop it when you've had enough. Alternatively, click the STOP button from the PLAY panel. By the way, if you notice that the drum loop starts to run out of time towards the end, it's because the sample is saved with a loop. To rectify this, move to the Hard Stop Break sample, enter the sample editor and click the LOOP button. Don't worry if that sounds a bit complicated now, we'll go into more detail later.

BASIC OPERATION

Okay, let's get down to basics. In normal operation, *OctaMED 4 can* play back up to four samples at once, although a song can use up to 63 samples in all. Songs are constructed from blocks, which are usually 64 lines long with four tracks. When you've created a few blocks, you can string them together in any order you like, regardless of the order in which they were created.

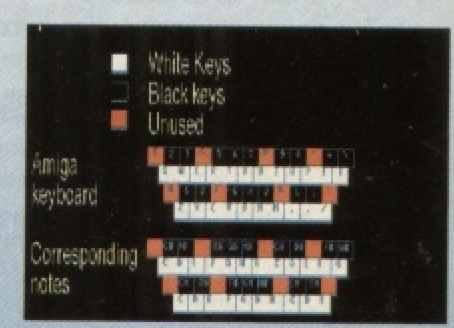
Tracks can be recorded in either realtime or step time. Step time recording is when you move through the track with the cursor keys, and insert notes and commands at the relevant points. Realtime recording is when you play a sequence of notes 'live' from the keyboard, as the block runs from start to finish.

TRY OUT THE SAMPLES

Before you get in too deep, have a quick play around with the samples. All of those on the disk were sampled to be played back on *OctaMED*'s third octave. When *OctaMED* boots, it's set up to play octaves one and two.

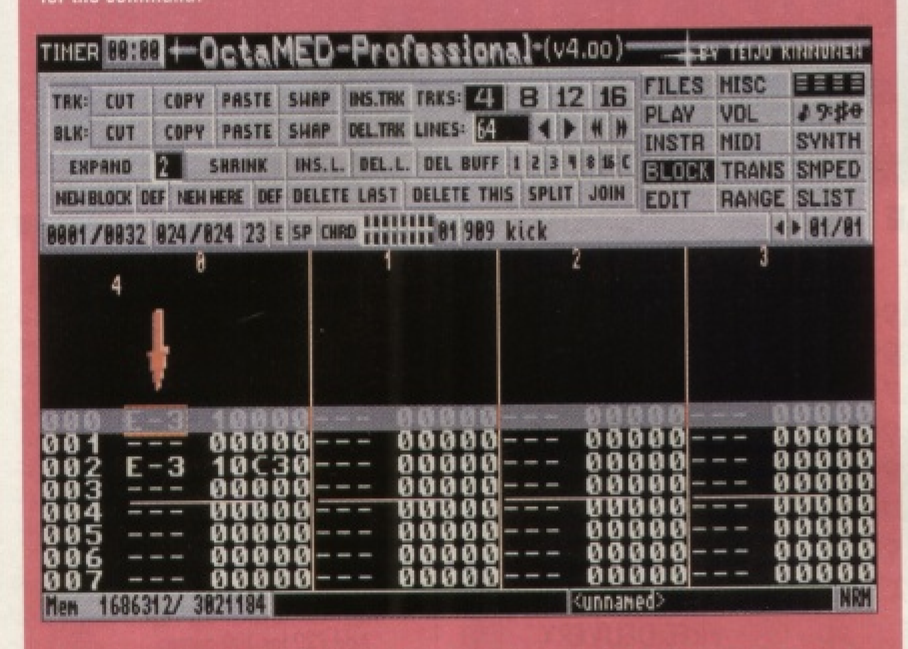
Press the F2 key to change this to two and three. Now you can use the Amiga keyboard to play back the samples, as if you were using a piano or synthesiser keyboard. Take a look at the diagram below to see which keys simulate which notes on a piano keyboard.

»



COMMANDS

When you loaded the demo song, you probably noticed a lot of confusing-looking numbers and letters in the columns of each block. These are call commands, and they give you further control over the playback of each note. Look at the picture below. Reading from left to right on the top line, the first three numbers are the line number. This is followed by E-3, which is the note (E) and the number of the octave (3). The next digit indicates which sample is being played, in this case number one. The following two digits are the command number. The command 0C is the volume command. The two digits after this are the value for the command.



The second time the sample (the bass drum in the case) is played, it's played with a volume level of 30. *OctaMED* uses volume levels from 0 to 64, so 30 is about half of full volume. If no volume command is used, the sample is played at full volume. Volumes are specified in decimal, but most of the other commands require hexadecimal values. Unfortunately we don't have room here to go into an explanation of hexadecimal. Basically, instead of using base 10 like decimal, hexadecimal uses base 16. After 9, hex goes on to A, B, C, D, E and F. F is followed by 10, 11, 12, 13...19, 1A, 1B etc. Ask a maths boffin to explain if that makes no sense.

There's a list of all the commands in the Commands document on the *OctaMED* disk. Read this for details on the rest of the commands. We'll cover the commands in more detail in follow-up tutorials in future issues.

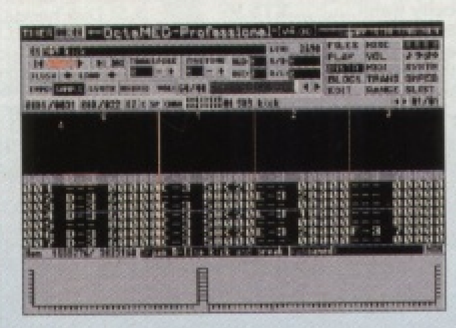
To move through the various samples in the song, use the SHIFT key along with the left and right arrow keys. You'll see the name of the selected sample change as you move from one to another. Have a prod with each sample, and see if you can knock out a little riff or rhythm. To try out some of the other samples on the disk, use shift and the arrow keys to move to a blank sample spot, then click on the FILES button. Move up and down through the directory listing and click on the name of the sample that you want to load, and then click the LOAD INSTR button. You can play back your new sample from the keyboard as before. To return to the main song editor, click the button in the top-right corner of the screen marked with four sets of horizontal lines, as seen below.

ALTERING THE SONG

Instead of clearing the whole song and attempting to make a new one from scratch, try making your own amendments to the song you've got loaded. Follow these steps to put a simple bass drum beat on the first block in the song.

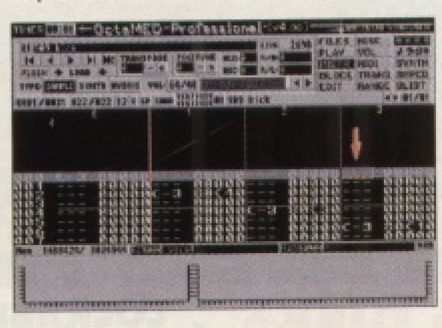
1. Hold down the shift key and the left arrow key together until the first instrument (909 kick) appears in the instrument box.

Alternatively, click the INSTR button, and the click the button as in the shot below, which automatically takes you straight to the first instrument. Click on the PLAY button to return to the main screen.



2. Use the shift and up and down arrow keys to move to block number 22, which is titled "Echoed vocal". This is the first block in the song sequence. You'll know when you've got the right block selected, as the name will appear in the slot at the bottom of the screen.

3. Use just the arrow keys (no shift) to move the little red square to the top of the track on the far right.



4. Click on the BLOCK button, and locate the CUT button just to the right of the letters TRK in the top left corner of the screen. Click on this to cut what was previously in the current track.

5. The 909 kick sample plays back at its original pitch if you press the key corresponding to E octave 3. Press the F2 key to switch the Amiga keyboard to octaves two and three. Now when you press the E key, you should get a thumping bass drum sound through your hi-fi.

6. Press the ESCAPE key or click the tiny E button located just beneath the main play panel. This will put you into Edit mode, so next time you cue a sample, it will be written into the current track.

7. To put down the basic bass drum beat, press the E key, and move down to line four by pressing the down arrow three times. Press the E key once again, followed by another three presses of the down arrow. Continue this until you reach the end of the block.

8. Click on the PLAY button, followed by PLAY BLOCK to hear the results. If you're happy with it, and don't want to make any more changes just yet, press the ESCAPE key once more, or click the E button. This will take you out of edit mode, and allow you to play back the samples without over-writing any of the tracks.

9. Click PLAY SONG to hear the whole song with your exciting new bass drum intro!

MAKING A NEW BLOCK

Now you can have a go at recording a whole new block. The first thing to do is set up a new blank block. Do this by clicking the BLOCK button, followed by NEW BLOCK. Use shift and the down arrow to get to your new block, which will be number 23. Lay down a simple beat like you just did for the first block. This will act as a metronome. Set the block playing by clicking the PLAY BLOCK button from the PLAY panel.

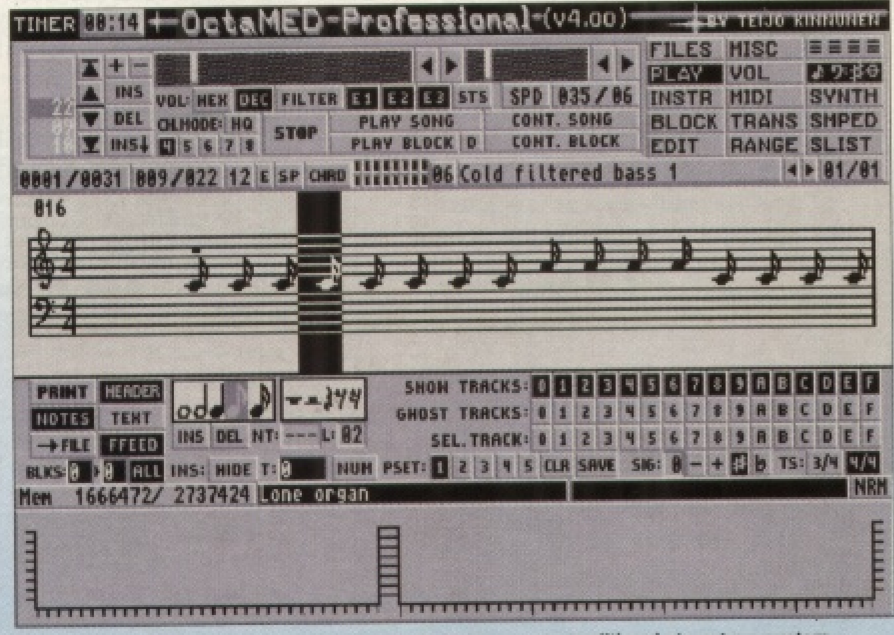


Select another sample, such as 'Chewy organ 2' for example. Take *OctaMED* out of edit mode, move the little red square across to another track, and try out some riffs on the keyboard, while the bass drum bangs out the simple beat.

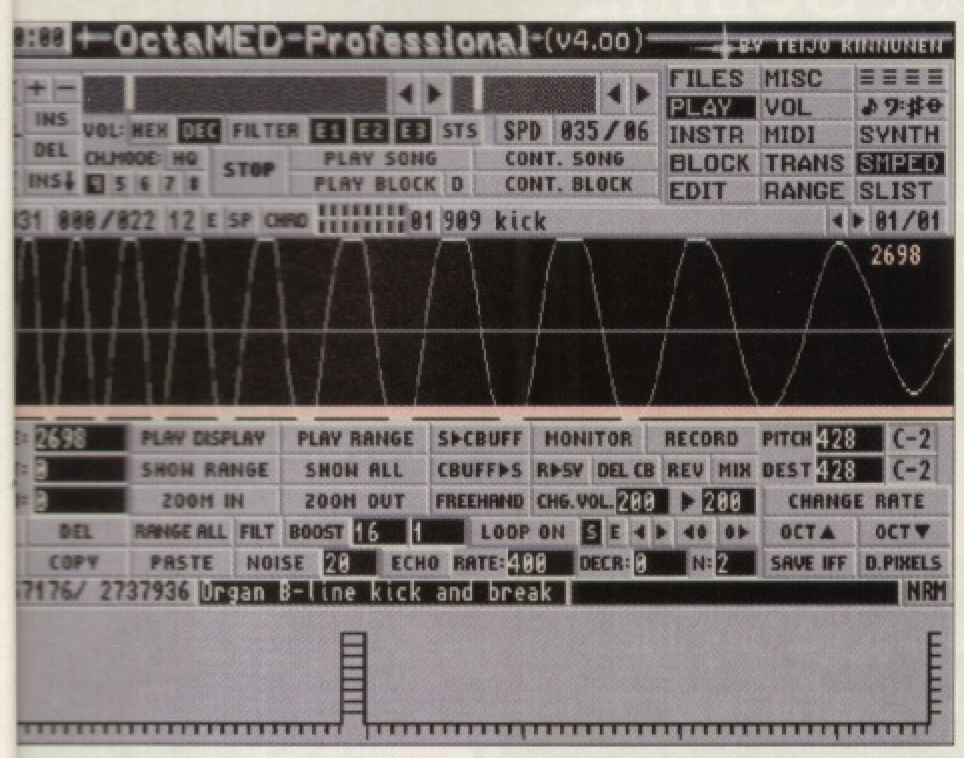
When you find something you like, go back into edit mode, and play your riff. It will now be recorded onto the where you've positioned the small red box.

Once the block has looped round to the start of your recording, press the spacebar to stop it. If there are any timing errors, you can go and correct them in step time, by moving through the block with the arrow keys, inserting or deleting notes as necessary. Use the DELETE key to take out any unwanted notes.

You should now have two tracks of sound. To build this up to four, move the little red box over one of the two empty tracks, and repeat the recording process with a different sample, and do the same for the



OctaMED has an alternative tack-display mode, using a more traditional stave-type system.



This is the sample editor. From here you can grab your own sounds, then cut them up and process them to suit your needs.

final track. When you've built a whole block, it's a good idea to name it. When you're flipping through block after block, it can be hard to find exactly the one you're after, so if you give each block a name that describes what's going on in the block, it makes it all a lot clearer. Click the mouse in the box just to the right of the free RAM indicator at the bottom of the screen (it will read something like Mem 250283/ 101312).

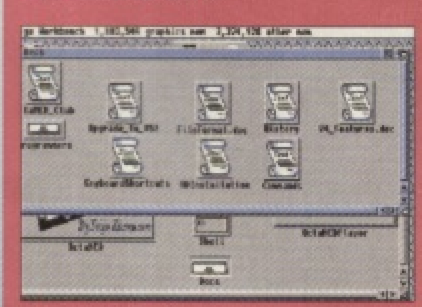
Type into this box a name for the current block, and press return. If you press shift and the up and down arrows to move to a new block, you'll see the name change.

Got the idea? By the way, if you were to load your song into *OctaMED 5* and look at the block list, you'd get a list of the block names, as well as the numbers.

THE REST OF IT

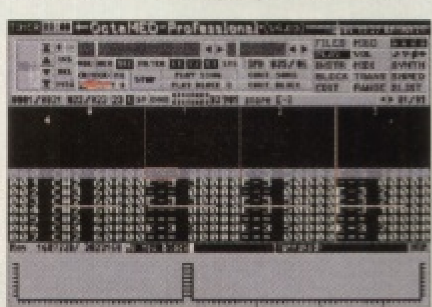
***OctaMED 4* is a massive program, and to explain everything in the space we have this issue would be impossible. On the *OctaMED 4* program disk you'll find some documents detailing keyboard controls, the commands, hard drive installation, new features for version 4 and a few others. To read these, just double click their icons. You'll find them in the Docs directory.**

Starting next issue, and continuing for quite a few successive issues, we'll be concentrating on each aspect of *OctaMED 4*, with easy to follow instructions that will just about cover every nook and cranny of the program. Tune in next month for more!



ADD A BLOCK TO THE SONG

With a new block under your belt, you can now add it to the song. For now, let's add the block to the start of the song. From the PLAY panel, locate the up and down arrow buttons in the top left corner of the screen. These let you move through the song, one block at a time. Click the top arrow that's capped with a horizontal line – this takes you to the start of the song. Click the INS button that has the down arrow beside it to insert the current block into the sequence. To put more than one copy in, just click the INS button again. To remove a block from the list, position the highlight over it, and



click the DEL button.

You might want to create a block to follow on from the one you've just created, maybe with the same beat and bassline, but with alterations to a couple of the tracks. You don't need to re-record the two tracks you want to keep. Make a copy of the first block, and then amend the bits you want. To do this, select NEW BLOCK from the BLOCK panel. Then, making sure you have the first block currently selected (click PLAY BLOCK if you're unsure), click on the lower of the two COPY buttons on the BLOCK panel (the top line of buttons affects the current track, while the lower line affects the current block).

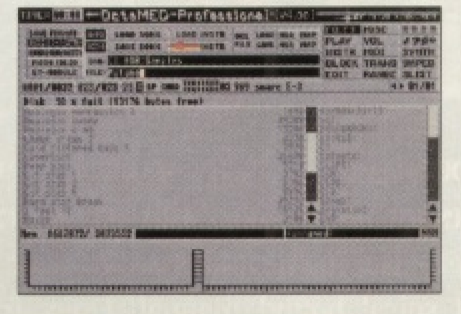
Use shift and the down arrow key to move to your new blank block. Now use the BLK: PASTE button to paste in a copy of the previous block. You can now mess around with it and make any changes, without affecting the original. Add this new block to the song with the INS button as described above.

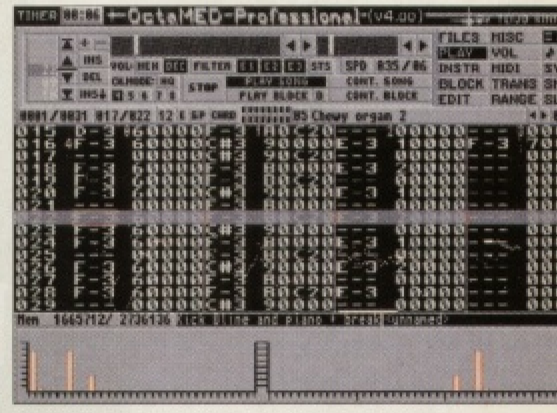
SAVING A SONG

At various points in the creation of your song, it's a good idea to save it out to disk. Get your blank formatted disk that you prepared earlier (if you booted from Workbench or a hard drive, you can format one now if you didn't before). Click on the FILES button to access the file requester, and wait for any disk activity to finish. Insert your blank disk into the internal drive, and click on DF0: in the devices list on the right of the screen. A directory listing of the blank disk will appear on the left of the screen, which will just show the trashcan as the disk is empty at the moment.

Click in the FILE slot, type in the name of your song and press return. Now click the SAVE SONG button. This will save out your song (or module as it's also referred to) complete with all the samples that it uses. The song on the coverdisk was saved without its samples.

We were able to do this as all the samples it uses are in the same directory on the disk, and are therefore loaded automatically when you load the song. The advantage of this is that the song file without the samples only takes up 26K, as opposed to the 171K taken up by the same

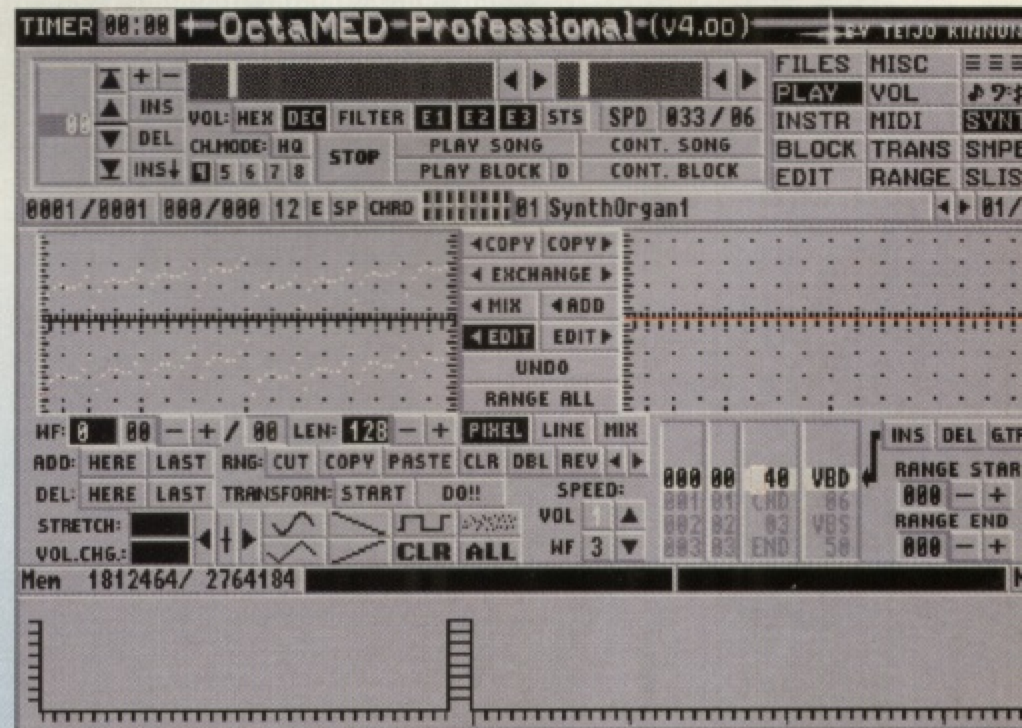



Don't fret– it's not half as complicated as it looks.

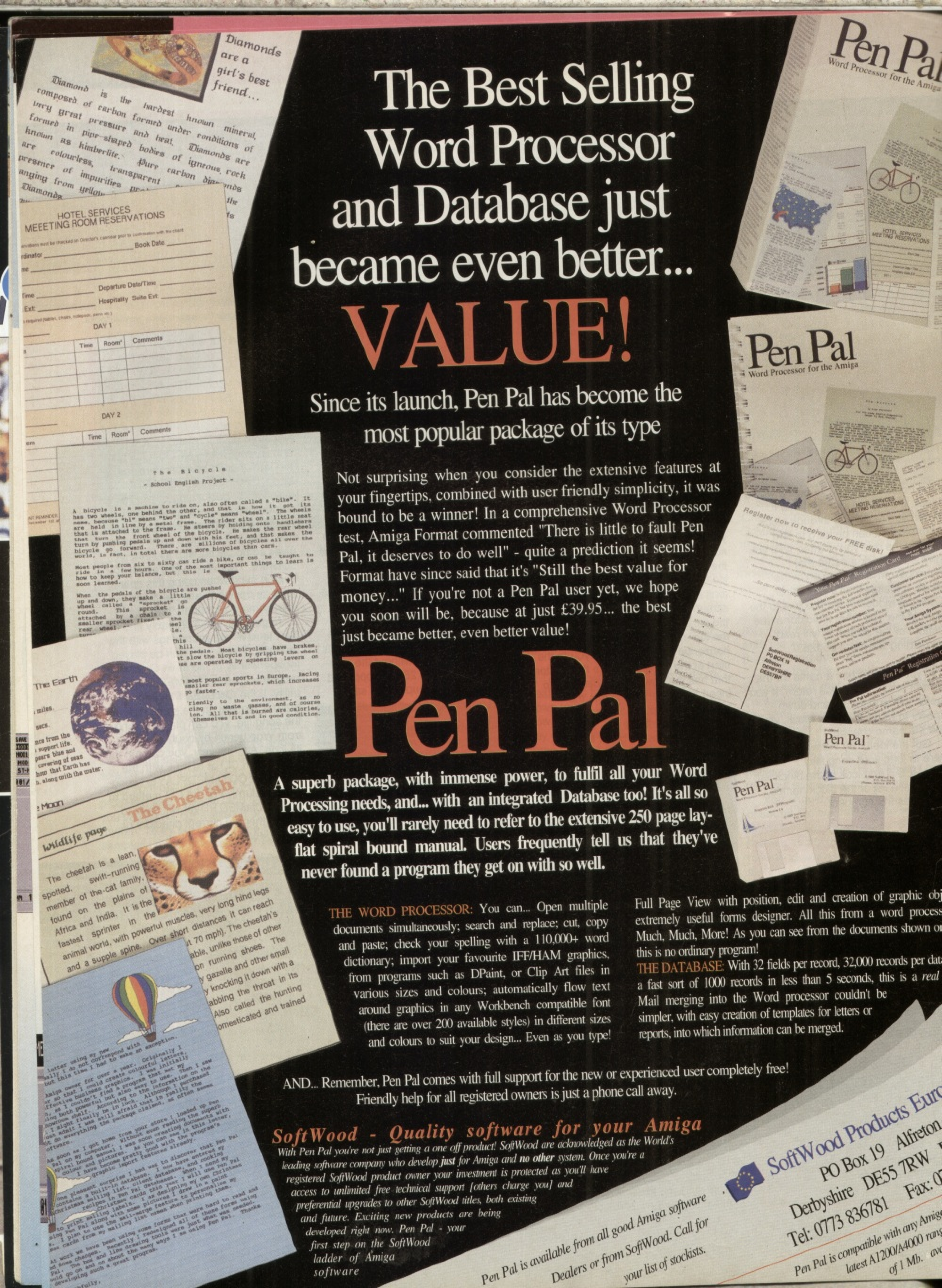
song saved out with the samples.

To switch between saving the song with the samples and without, click either the MOD1(+INSTR) button or the MOD1(NOINSTR), the first of which will save with the samples, the second without. There are also two other save formats: MOD0 (OLD) and ST-MODULE. MOD0 (OLD) is the format used by older versions of MED, *OctaMED*'s forerunner, included for backwards compatibility. ST-MODULE saves out songs in standard Soundtracker module format. This is a valuable option, as it gives compatibility with all kinds of software. There are a few points to bear in mind when using this option, such as having to use the more approximate secondary tempo.

In general, you'll probably find it best to save out your songs with the samples. These can then be played independently of the main *OctaMED* program, via the *OctaMED* Player utility. If the *OctaMED* Player program is present on the same disk as the song file, you can play the song from Workbench by double-clicking its icon. Alternatively, you can run the player from CLI or SHELL with the command OCTAMEDPLAYER songname {return}. For the CLI method to work, *OctaMED* Player will have to be in either the current directory or the C directory. CU



Such is the power of *OctaMED*, it can even synthesise its own sounds.


The Best Selling Word Processor and Database just became even better...
VALUE!
Since its launch, Pen Pal has become the most popular package of its type
Not surprising when you consider the extensive features at your fingertips, combined with user friendly simplicity, it was bound to be a winner! In a comprehensive Word Processor test, Amiga Format commented "There is little to fault Pen Pal, it deserves to do well" - quite a prediction it seems! Format have since said that it's "Still the best value for money..." If you're not a Pen Pal user yet, we hope you soon will be, because at just £39.95... the best just became better, even better value!
Pen Pal
A superb package, with immense power, to fulfil all your Word Processing needs, and... with an integrated Database too! It's all so easy to use, you'll rarely need to refer to the extensive 250 page lay-flat spiral bound manual. Users frequently tell us that they've never found a program they get on with so well.
THE WORD PROCESSOR: You can... Open multiple documents simultaneously; search and replace; cut, copy and paste; check your spelling with a 110,000+ word dictionary; import your favourite IFF/HAM graphics, from programs such as DPaint, or Clip Art files in various sizes and colours; automatically flow text around graphics in any Workbench compatible font (there are over 200 available styles) in different sizes and colours to suit your design... Even as you type!
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extremely useful forms designer. All this from a word process
Much, Much, More! As you can see from the documents shown o
this is no ordinary program!
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Mail merging into the Word processor couldn't be simpler, with easy creation of templates for letters or reports, into which information can be merged.
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Pen Pal is compatible with any Amig
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of 1 Mb.
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Word Processor for the Amiga
Diamonds are a girl's best friend...
HOTEL SERVICES
MEEETING ROOM RESERVATIONS
The Bicycle
- School English Project -
The Earth
The Cheetah
Wildlife page



COVERDISK 81

How many magazines give you three great games, the best MIDI and sample sequencer there is AND a collection of clipart and glorious colour fonts? There is, of course, only one – CU AMIGA.

BUBBLE & SQUEAK

You saw the review last month of this absolutely brilliant platform game, and now's your chance to get stuck in and enjoy it. This A1200 only demo needs to be unpacked before you can play it, so make sure you've got a blank disk ready when you double click on the program icon. Swop disks when told to, and once you have the all clear, reset your machine and load the *Bubble & Squeak* demo.

Audiogenic have been kind enough to give CU AMIGA's readers no less than three complete playable levels of the game, taken from various sections. The challenge is the same for all three, however.

You, as Bubble, have to locate Squeak and get him to the exit. Not as easy as it may sound, especially when you consider that Squeak can't run as fast as you, or jump as high... Unless of course, he's in Bubblegum mode, where the two characters join forces and move higher and faster than ever.

It'd take pages to fully explain how to control Bubble, so here's a quick run down of what your joystick will do for you. Note: This demo only supports a one button joystick. The finished game supports up to three buttons.

Other controls:When standing directly in front of Squeak, holding down the fire button and pressing up on the joystick will make Squeak throw Bubble into the air. Standing next to Squeak and pressing the fire button will make Bubble kick Squeak off at a very high speed.

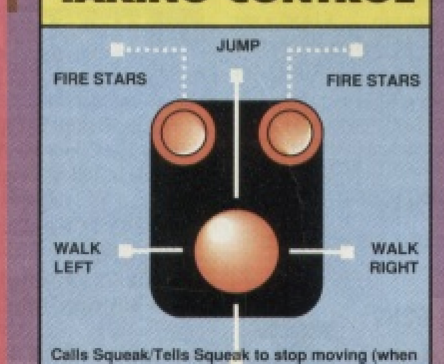




HOW TO ENTER BUBBLEGUM MODE

This is easy, once you know how. First you need to collect three coins by killing enemies. Then find the Bubblegum machine and bring Squeak to it. Stand on the left with Squeak on the right and pull down three times to put the three coins in the slot. Next, press fire to kick a bubblegum ball into the air. Squeak will catch it and you can then jump on his back. When you want to get down, pull down and away you go.

TAKING CONTROL



Calls Squeak/Tells Squeak to stop moving (when Squeak is on screen) Picks up/drops object (If you are standing behind an object.

FONTS & CLIPART GALORE!

Fonts... the life blood of DTP, video titling, word processing and graphics. Without a good collection of varied typefaces your documents will look dull, bland and uninteresting. Yet add a few well chosen type styles and your text will burst into life. With variety and imagination the use of different Serif and Sans Serif fonts can completely change the look of a page – having more impact than the inclusion of pictures and clipart.

And, talking of clipart, the use of illustrations in video captions and DTP will give your production the sort of professional look and feel that a designer would be proud of. It's an old but true saying that a picture is worth a thousand words and, well, we agree with old sayings. In the fast paced, visually orientated, world that we live in the importance of pictures is now more important than ever before. Take a look around you, there are now so many different »

JARGON BUSTERS

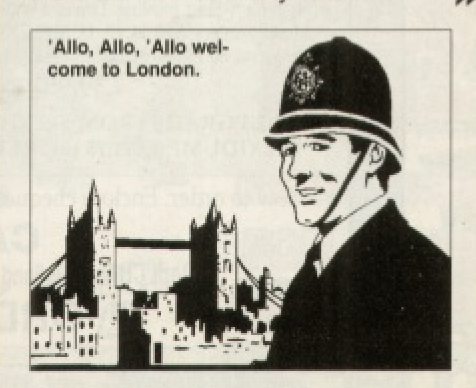
- **SERIF FONTS:** The general name for fonts that have little flourishes on the corners and external edges. Fonts of this kind were designed to be used whenever there is a lot of text to read. The idea being that the flourishes fool the eye into believing that the individual letters are joined, and thus make it easier to read.
- **SANS SERIF FONTS:** The opposite of Serif fonts, typefaces of this kind have sharp edges and corners. These type styles are designed to be used for headlines, being harder on the eye, and making them stand out.
- **COLORFONTS:** Normal Amiga fonts can contain only one colour. Colorfonts however can have a large number of different colours in their design and are often used for fancy designs and video titling. The fonts on Coverdisk 81 are all Colorfonts.
- **CLIPART:** A collection of pictures of objects, people and places that can be used to illustrate your documents.
- **IFF:** A description for the structure of files. IFF is the most common type of graphic file on the Amiga and can be used in practically every single Amiga graphics program.
- **DTP:** Short for Desk Top Publishing, a type of program used for creating brochures, adverts, books and anything else that requires text and graphics to be mixed on a page.

A QUICKSTART GUIDE TO USING THE FONTS AND CLIPART

Both the fonts and clipart on Coverdisk 81 can be used straight away. If you are familiar with the Amiga follow our QUICKSTART GUIDE below, if not turn to page 17 now.

FONTS:
1. Write protect your disk.
2. Copy the fonts from the drawer 'FONTS' on the Coverdisk to your Workbench 'FONTS' drawer.
3. Restart your Amiga – the fonts can now be used in any application that supports colorfonts.

CLIPART:
1. Write protect the disk.
2. Copy the clipart files from the drawer 'CLIPART' on the coverdisk to a spare disk or hard drive.
3. You can now load the clipart files into any Amiga program that can load black and white IFF pictures.



messages vying for your attention that you need to attract the reader or viewers attention and do it quickly. A graphic illustration (for reasons too complex to go into here) is far more attractive and appealing to the eye than text and is often used to draw the reader into the page. A good collection of artwork with which you can illustrate your creation should therefore be a primary concern.

As it happens, on this month's Coverdisk 81 you'll find a collection of fonts and clipart to help you get started. These fonts can be used in programs such as *Scala, Deluxe Paint*, and many other pieces of software that support Colorfonts – check your user manual if you are unsure.

The fonts have various designs and masses of colour, and are suitable for everything from *Mutant Turtle* cartoons to DIY Karate videos.

The clipart files are monochrome, high resolution, IFF format and can be used by practically all Amiga DTP, graphics, video titling and word publishing applications.

The selection used on the Coverdisk includes images covering a variety of topics from cars, to tourist information, to Christmas cards!

A WORD

The fonts and clipart on the Coverdisk have been provided by EMC. One of the UK's leading suppliers of Amiga clipart and typefaces. In addition to their large range of Public Domain fonts, EMC also carry a wide range Compugraphic and Postscript Type 1 fonts and clipart.

Prices for EMC fonts start at £14 for a volume, each volume containing a number of disks.

A full catalogue of their fonts and clipart is available for £1, plus 25p postage and packaging. Tel: 0225 431 389.

If you have any queries or further enquiries about these fonts ring EMC at the above number or write to them at EMC, 8 Edith Road, Clacton on Sea, Essex CO15 1JU.



If someone was to ask you "Which magazine brings you the hottest coverdisks?" You would have to reply "Only CU AMIGA requires the use of asbestos gloves."

COVERDISK 82

BUMP 'N' BURN

Even with all the racing games there have been on the Amiga, there has definitely been an unfilled opportunity for a two-player karting arcade game, not completely dissimilar to a certain Super Nintendo game featuring a plumber. Yes, after remaining so quiet for so long, Grandslam are about to kick the consoles out of the window with *Bump 'n' Burn*, a two player arcade racer with more dirty tricks and strange characters than an episode of The Bill.

You don't really need a plot, do you? Just do five laps of each course, going as fast as possible and trying to stay ahead of all the other cars. Naturally, there are all sorts of obstacles in your way, from barricades in the road, to fog, oil patches and beyond. It isn't all down, though, as there are power ups to collect along the way in the form of stars on the road. Run over these, and a panel will light up at the bottom of the screen to show you exactly what you've collected. It can be anything from a turbo charged engine to an oil dispensing tank to a cannon to knock other cars off the road. Once you've collected it, pulling down on the joystick activates it, but it only works for a short time, so don't abuse it.



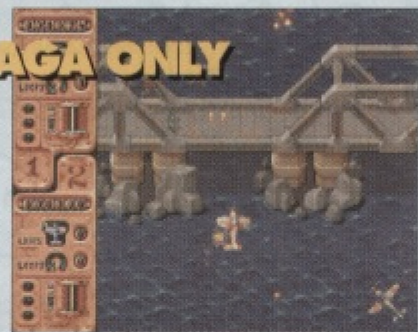
We'll have a full review of *Bump 'n' Burn* in the next month or so, but in the meantime, this should be enough to keep you interested.

BANSHEE

AGA ONLY

Two of the greatest shoot em ups of all time had to be *Flying Shark* and its natural predecessor, *1942*. Both featured biplanes flying over war torn territories, and both featured mass destruction. This genre has been quiet for a long time, so it is with great thanks to Soren and Jacob, Core Design's Danish contingent, that we proudly bring you the AGA shoot em up of the year –*Banshee*.

Pick it up and start shooting. That's about all I can offer you in the way of instructions. You start at the bottom of a long vertically scrolling strip, and have to make your way to the very top, blasting everything in sight, including lighthouses, enemy soldiers, tanks, planes and boats. Most things take a few hits to destroy, and you've got it all against you, so you're not going to get very far for your first few goes. If you find things are too much to cope with, make your way to the top of the screen, where your plane will do a barrel roll which takes you back to the bottom of the screen while making you temporarily immune to enemy fire. You have a limited number of these moves – so use them sparingly.



As always with this kind of game, there are more than a few power-ups dotted about for you to collect. These drift down the screen and change every time you shoot them. Three-way fire, faster guns, a faster plane, more powerful bullets and an extra barrel roll are just some of the toys on offer. What can I say? Get stuck in!

HOW TO LOAD YOUR CU AMIGA COVERDISKS





LOADING DISK 80 – IT'S OCTAMED TIME!

In order to give you both the full *OctaMED 4* program and over 300K of top-notch sound samples, the *OctaMED* disk has been compressed. Before you can load it, you need to decompress it onto a new disk. You'll then end up with two disks. Your original coverdisk will contain the samples, while your new disk will house the *OctaMED* program. Before you go any further, find yourself a spare disk, and write-enable it by closing up the little tab in the corner. This needn't be formatted.

1. WRITE PROTECT YOUR DISK!
2. Insert Disk 80 in the internal drive and turn on your Amiga.
3. When the Workbench screen has loaded, double click the CU #80 disk icon.
4. Double click the *OctaMED 4* icon.
5. After a few seconds, you'll be asked to insert your blank disk and press return, so do as it says.
6. Replace Disk 80 in the internal drive when asked to do so.
7. To load the *OctaMED* program, insert the newly-prepared disk and reset the Amiga.
8. Double click the *OctaMED* disk icon.
9. Double click the *OctaMED* program icon.

DISK VIRUSES

We try to ensure that all our coverdisks are completely free of viruses. We always have the most advanced virus checkers available when the disk is compiled and every program goes through rigorous testing. However, we can not accept any responsibility for possible damage incurred by viruses which have escaped our attention.

HOW TO LOAD DISK 81 LOADING THE GAME!

Can't wait to get your hands on this brilliant demo? Well, relax and follow these instructions to the letter to ensure that nothing will spoil your enjoyment of the game. To play *Bubble and Squeek* on disk 81 simply turn off your Amiga, insert this disk into the internal disk drive and turn the computer back on.

1.WRITE PROTECT YOUR DISK!
Make sure the tab on the coverdisk is in the open position before you do anything.

2. Because we wanted to fit so much on this disk we've had to archive the *Bubble and Squeek* game. This means you can't play it directly from the cover disk. Before you use it, get a spare floppy disk at the ready. Everything on this disk will be completely overwritten so check there isn't any vital information on it first.

3. Insert the Coverdisk 81 into the first internal drive and switch on your Amiga.

4. Double click on the CU #81 disk icon, then double click on the Bubble icon (where it says double click here).

5. Follow the on-screen instructions, inserting your spare disk when asked. The spare disk must be write enabled (the tab closed).

6. Once finished, insert the spare disk and reset your Amiga. The game can now be played directly from the spare disk.

TO LOAD THE FONTS AND CLIPART ON COVERDISK 81

To load the fonts and clipart on Coverdisk 81 simply boot your Amiga as normal, using your Workbench disk and copy the Colorfonts from the Coverdisk to your Workbench Fonts drawer by following these instructions.

1. WRITE PROTECT YOUR DISK!
Make sure the tab on the coverdisk is in the open position before you do anything.

2. Turn on your Amiga with your Workbench disk in the internal drive.

3. Once Workbench is loaded, double-click the Workbench disk icon, followed by the Shell icon.

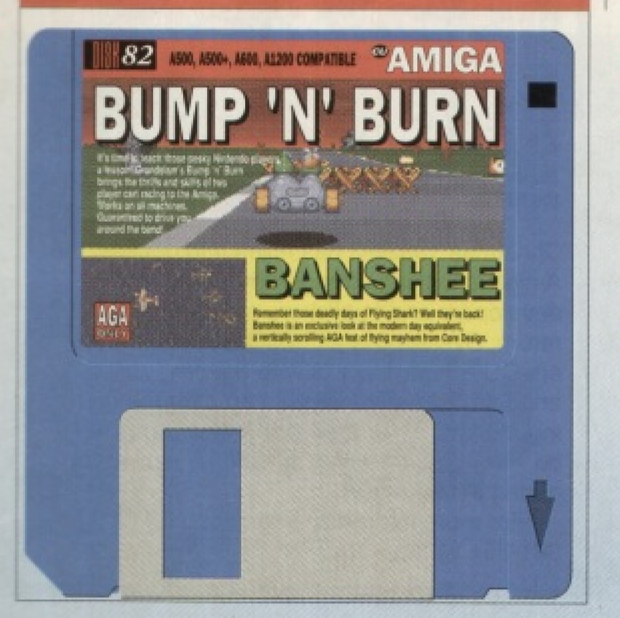
4. Type in the following and press return:
MAKEDIR FONTS/COLOURFONT
This creates a second drawer within the fonts drawer for your new colour fonts.

5. Next, type the following and press return:
COPY "CU #81:fonts" /all TO Workbench1.3:fonts/colourfonts/
Note: You should change the 'Workbench 1.3' text in the above to the name of your own Workbench disk.

6. Now follow the instructions on screen, changing disks as requested. This will copy the fonts from the Coverdisk to your Workbench disk. Depending on how much space you have on your Workbench disk you may not be able to install all your Coverdisk fonts on the Workbench disk. You will still be able to use them, but you will have to load them from a disk other than the Workbench disk.

7. To use these fonts in an application – *Scala* or *DPaint* for example – simply load the application, and follow that application's instructions for loading fonts. Now, instead of loading fonts from the normal 'FONTS' drawer, change the path to the 'COLORFONTS' drawer.
If you did not install all of the fonts on your Workbench disk, simply insert the disk with them on into the floppy disk drive and load them from that disk instead.

You will now be able to load and use your new Colorfonts. Please note that these fonts are intended for headlines and titles only and will not contain all the characters available on the keyboard for this reason.
The clipart on this disk can be loaded with practically any Amiga graphics or DTP program. To load the clipart simply insert the Coverdisk and follow your program's instructions for loading pictures. The pictures are in the drawer called 'CLIPART'.
If you have any queries or problems with these brilliant fonts, please call EM Compugraphic on 0255 431389.



HOW TO LOAD COVERDISK 82

Couldn't be easier. Just switch off your machine, insert the disk, and then switch the machine on. Give it a few seconds, and the menu screen will appear. Selecting F1 or F2 will load *Bump 'n' Burn* or *Banshee* respectively, and A1200 owners with hard drives will be able to install *Banshee* with the third icon. What could possibly be easier?

IF YOUR DISK WON'T LOAD

If your coverdisk doesn't seem to work as it should, then follow this simple guideline. Firstly, remove all unnecessary peripherals, such as printers, modems etc. Follow the instructions on these pages to the letter, and if after that you find that the disk still doesn't work, call the DiskXpress helpline on: 0451 860770 between the hours of 3pm and 5pm from Monday to Friday. If they advise you that the disk is faulty, fill in your details below, and send this form, along with the disk and a 28p stamped self-addressed envelope to the following address:
CU AMIGA disk returns, DiskXpress, Unit 3, Old Coalyard Farm, Northleach, Gloucestershire GL54 3EP.

Name: ____________________

Address: ____________________

Type of Amiga owned: ____________________

Disk number: ____________________

Exactly what happens when you try to load the disk? ____________________

CU NEWS

CANNY COMMODORE SPINS OUT THEIR EASTER SURPRISE

Commodore UK have exclusively revealed to CU AMIGA that they are readying an A1200 CD-ROM drive and a new A4000 tower system.

Commodore UK boss David Pleasance told CU AMIGA that they have the CD-ROM drive ready to ship and that it would be formally announced at the Spring European Computer Trade Show (April 10-13, 1994). He said that they are endeavouring to achieve a price point that is both suitable and competitive, for the UK. Industry insiders speculate that a price point of £199 is likely.

Mr. Pleasance attributed the delays in announcing the drive to technical difficulties which prevented them from supporting their customers as they would like. A1200 owners want a CD-ROM drive which gives them compatibility with the advanced CD32 games now appearing. But, whilst the new CD-ROM drive will give them this ability, it will not have the FMV module upgrade facility users may need in the future.

Commodore feel that this omission of the FMV facility places them in a no win situation: either they continue delaying in the hope that their West Chester based R&D teams will find a way of incorporating an FMV upgrade, or ship the drive without this ability. Either way, they will be criticised – as it is other magazines have already attacked them for not shipping the drive. In fact, one other well known Amiga magazine emphatically stated only last month that Commodore would not ship the CD-ROM drive at all!

David Pleasance and Commodore have thus felt caught in the middle. Their decision, and one we back wholeheartedly, is to launch a CD-ROM drive now, giving A1200 owners immediate compatibility with the CD32, whilst continuing to try to find a solution to the FMV upgrade problem. Whilst FMV is a key feature and allows the CD32 to play the new generation of Video CDs (see reviews on page 53), titles which only work on FMV-equipped Amigas will not appear for some time. It's doubtful that FMV-only titles will predominate for at least a year, if at all.

A more likely development is CD-based games which take advantage of an FMV module if fitted, but still work on normal Amiga CD systems. In this situation Commodore's move is both clever and welcome. By giving A1200 owners a CD-ROM drive they support loyal Amiga users, and give Amiga software developers a bigger user base for which to write. If even half the UKs A1200 owners upgraded, the Amiga CD games platform would be the biggest in the UK! Such a move thus ensures the future of the Amiga as a CD games platform – in the face of growing competition from Sega, 3DO and Phillips. Watch out for more news and, if we can get hold of one at the ECTS, a review or first impressions next month.

VIRGIN ON RIDICULOUSLY CHEAP!



The Hit Squad are currently gearing up for one of the biggest budget assaults the Amiga has ever seen by snapping up the rights to no less than twelve of Virgin's top games. Ready to be released within the next month, the full run down is: *Cannon Fodder, Dune, Dune 2, Jimmy White's Whirlwind Snooker, Archer Maclean's Pool, Realms* (that old cookie), *Legend Of Kyrandia, Supremacy , KGB, Reach For The Skies, Shuttle* and the amazing *Lure Of The Temptress* from Revolution Software. Get your tenners ready! Contact Ocean on 061 832 6633.

SYSTEM 3 RETURN TO AMIGA

Any thought that support for the Amiga may be falling off has been dispelled by the announcement from Nintendo game publishers System 3 that they are moving back to the Amiga. System 3 moved away from the Amiga just over a year ago, when they and others thought both sales and support for the format was falling off.

Now with the console market becoming increasingly competitive, and the boom of

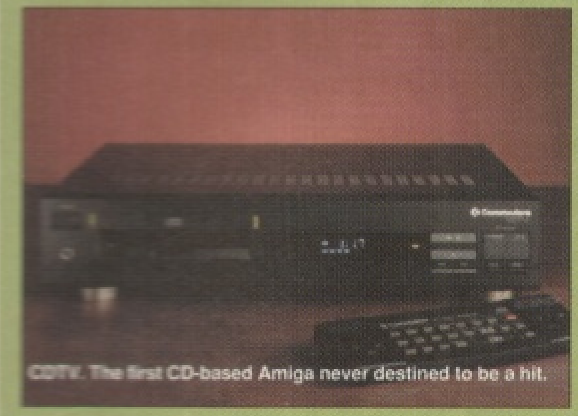


***Super Putty, Putty Squads*' forerunner was a smash on the SNES.**

Christmas 1992-93 has fallen into decline, the Amiga is looking stronger than ever, and developers and publishers are starting to return. System 3 is among the many publishers CU Amiga know of who will be announcing Amiga support for over the coming months. Their first new Amiga game will be *Putty Squad*, which should be launched during the summer.

For more information contact System 3 on 081-864 8212.

THE AMIGA CD PAST AND PRESENT


CDTV. The first CD-based Amiga never destined to be a hit.


A570:the first CD upgrade.

CD-ROM drives on the Amiga have a long and chequered history, ranging from pretty dismal failures to massive hits.

The first Amiga CD based product was the doomed CDTV. This was essentially a CD32 of its day: take an Amiga, remove the keyboard and disk drive and throw in a CD-ROM drive for good measure. Unfortunately, a confused marketing plan, uncompetitive price and under specified hardware ensured the CDTV never gained the popularity it deserved. Now the CDTV is practically forgotten, although if you shop around you can still find the odd one hovering around.

Following on from the CDTV was the imaginatively named A570. This was a custom CD-ROM drive for A500 Plus systems, plugging into the side of the A500. Despite a shaky start it was a reasonable success, although only after the price had come down to under £100.

The last CD development from Commodore was unveiled late last year: the CD32. This was similar in concept to the earlier CDTV, but had several major advantages. Whereas the CDTV was only equal, if not inferior, to its console competitors and latterly the Philips CD-i system, Commodore's latest development is technically superior to anything Sega and Nintendo have, whilst also being very competitive on price. The result is that the CD32 is now rapidly gaining acceptance as one of the most popular games consoles available and has almost certainly established Commodore as a major player in the CD-ROM market of the future.

AMIGA TOWERS AHEAD!

Commodore also revealed at ECTS their new A4000 tower system - the A4000T. The new system will feature an 68040 processor running at 25MHz, 2Mb of CHIP RAM, 4Mb of FAST RAM, five Zorrow II/III expansion slots, two video slots, and four PC/AT slots. The new Amiga will also have both IDE and 16-bit SCSI-2 hard drive interfaces. There will also be five externally accessible drive bays for holding hard drives, tape streamers and other SCSI devices.

CU AMIGA expects both it and the A1200 CD-ROM to be with dealers by late summer.

FASTER FAX MODEM

First Computer Centre has announced details of a new, ultra fast, modem for Amiga users. The SupraFaxModem 288 can operate at up to 28,800 bps, can upgrade its ROM (through the use of FlashROM) and is based around the Rockwell V.FC (V. Fast Class) chipset.

The Supra modem, with a price of £284 including VAT, is considerably faster than other modems in this price band, and is faster than most other modems currently available. However, until other modem users also start using modems of this speed, there will not be a lot of opportunities to take advantage of the speed increase.

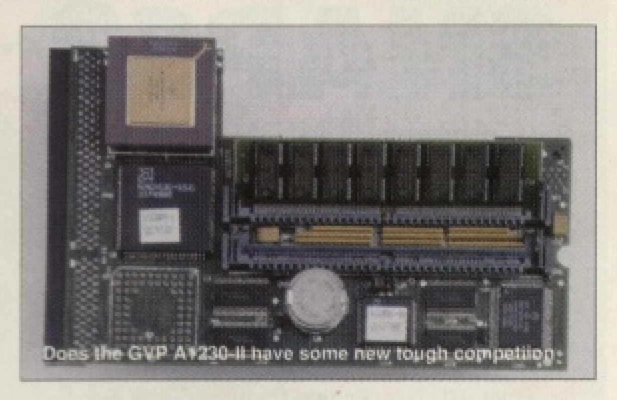
The modem itself can achieve a data transfer rate of 115,200Kb. However, the internal circuitry of the Amiga can only transfer data reliably at speeds of up to 57.6Kb, and even this is only possible on the Amiga 1200 and other Amigas with either an accelerated 68000 or faster processor.

The SupraFAXModem 288 will be available from early April. For further information contact First Computer Centre on 0532 319444.



The Supra FAX Modem 14,400 bps – the latest version for Amiga will run at twice the speed.

GVP ACCELERATOR GETS COMPETITION


Does the GVP A1230-II have some new tough competition?

A new accelerator has been launched that directly competes with GVP's, CU AMIGA Top Rated, A1230-II. The Blizzard A1230-II Turbo Board offers similar specification to GVP's A1230-II and like GVP's board it is available in a variety of configurations, including 40 or 50MHz processor speed, with or without MMU and maths co-processor.

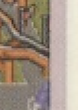
Similar to GVP's card it has two SIMM sockets, allowing RAM to be upgraded to a quoted maximum of 64Mb (although this depends upon the availability of 32Mb SIMMs which are, as yet not available). Unlike GVP's expansion however, the Blizzard board uses industry standard SIMMs, rather than priority (read expensive) modules. The Blizzard also has a built-in SCSI-II port, and an additional feature connector which the company claim will be used for future expansions. Although no expansions were available, Advanced Systems and Software plan to introduce a variety of boards, possibly including MPEG decoders and CD32 compatibility modules. For more information call Gordon Harwood Computers on 0773 836781.



A WALK IN THE PARK

We've talked about it for months, and finally they've admitted a date. *Theme Park* from Bullfrog, the business simulator come roller-coaster ride is almost ready to be unleashed onto the public. Run it down and let the thugs in, or keep it nice and safe and only fit for old people. The choice is completely up to you, and all AGA owners will be able to experience the thrill of running your own Theme Park from June 24th. Non AGA owners will have to wait a little longer – the end of July to be exact. Before you all start complaining and threatening violence, the reason for the delay is that Bullfrog have only just committed to a non-AGA version. So you can count yourselves lucky that you're even getting it at all. For more information contact Bullfrog on 0483 579 399.





»

SUSPECT SNAPS?

Got any suspect photographs you're too shy to get developed in Boots? You know the type – the holiday snaps of you looking like a beached whale on the beach in Malaga. If you have then Blittersoft have just the product for you! The Milton Keynes company have been appointed as UK distributor for PhotoWorx, a software title allowing the Amiga to view and manipulate Kodak PhotoCD discs.

PhotoCD is a Kodak, them of the 35mm film fame, developed system that allows you to have your photographs stored on a compact disc rather than developed normally.

Using a compatible hardware player, these photos can then be seen and manipulated on your TV or monitor. Blittersoft claim that PhotoWorx is the first Kodak licensed PhotoCD software for the Amiga.

The software, written by Corporate Media of Germany, allows any Amiga with an compatible XA-capable CD-ROM drive to act as a player. With PhotoWorx you can load and display your photographs stored on a PhotoCD disc, save them out as an IFF, magnify them, and perform other operations. The software supports most 24-bit cards including OpalVision, Retina, Picasso and Piccollo.

PhotoWorx is priced at £89.95 and is available from Blittersoft on 0908 220196.

DTP STREAMS AHEAD

The on-going duel between *PageStream* and *Pro Page* for the DTP crown hots up next month with the launch of *PageStream* 3.

PageStream 3 will be the fourth major Amiga application upgrade this year, following on from *Wordworth, Ad Pro*, and *Final Writer.*

The new version will offer numerous new features in practically every area of operation. For text entry and formatting it now has enhanced paragraph formatting, auto kerning and hyphenation, better tab setting control and text style configurations. Long documents are also better catered for with double master page support.

Object handling has been dramatically improved with all common object data (coordinates, rotation angles, width/height etc) constantly on display, whilst Postscript EPS imports can be broken down into a structured drawing and then into individual component shapes and paths.

Colours in PageStream have also been enhanced. In addition to it's normal spot colour and process colour with RGB, HSV and CMYK colour the Pantone colour system has been licensed. Another major improvement is that *PageStream 3* adds *ARexx* compatibility, and comes with an extensive ARexx command set.

One final facility, and one likely to ruffle some feathers, is that *PageStream 3* will translate documents from its rival, *Professional Page*, letting you import *ProPage* documents!

Since its launch several years ago *PageStream* has been in a near constant battle with *Professional Page* for the crown of Amiga DTP applications. Each new version being outdone by an update from the rival. However recent news emanating from GoldDisk, makers of the rival *ProPage*, suggest that *ProPage* development may now slow up as GoldDisk scale down their Amiga development commitment.

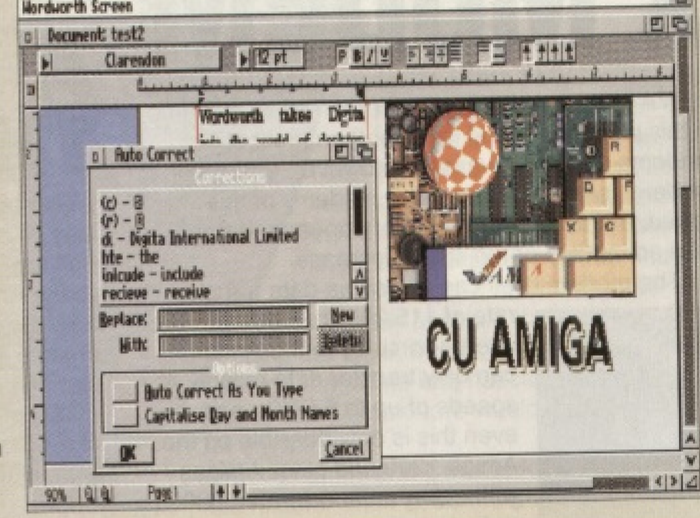


The UK price has yet to be confirmed, but it is likely to be between £300 and £400. An exclusive preview of *PageStream 3* will be in next month's CU AMIGA. *PageStream 3* will be available from Silica on 081-309 1111 in early June.

WORDWORTH BUGS?

The most popular word processor on the Amiga was recently upgraded. The new version, Wordworth 3, was launched at a lavish do in London, at Silica's branch in Tottenham Court Road.

Since then however, numerous reports have circulated regarding the reliability of this release. Bugs include text disappearing when the line spacing is changed, crashing when ASCII files are imported, and debug windows appearing when printing.



Digita, the authors, were unaware of the bugs when contacted, but issued a statement stating that a new version (3.0a) was in development and would be available on April 12th. This statement said that 'This technical update corrects compatibility problems, improves operating speed and provides a general 'tune-up' to Wordworth 3.' This update will be available free to all registered Wordworth 3.0 users.

For a full review of Wordworth 3 turn to page 106.
Digita are on 0395 270273.

DINO DISC-A-SAURUS

Optonica are about to release the second in their series of Amiga CD multimedia titles. The *Insight: Dinosaurs* disc will work on all Amiga CD-ROM systems (A570, CDTV, and the CD32) to provide a wealth of information on, you guessed it, Dinosaurs. The disc, containing nearly 600Mb of data, covers almost every subject of interest to Dinosaur enthusiasts and has been produced in conjunction with the British National History Museum. Included is information on Dinosaur attack and defence moves, diets and behaviour, the life of the Dinosaurs and fossil hunting. Also on the disc are a number of educational games and programs. *Insight: Dinosaurs* will be available in May from Optonica for £39.95. Optonica are on 0455 558282.



Manchester UNITED

Manchester United won the first Premier League competition and look set to win the second. Whilst the Manchester United team have practised their skills on the training ground, Krisalis' top team of programmers have toiled to perfect a football simulation which will give the player a more realistic reproduction of the football season together with its injuries, suspensions, tactics and careful foreward planning that could dictate the success or failure of your chosen team before you have even picked up your joystick and pressed a fire button in anger.

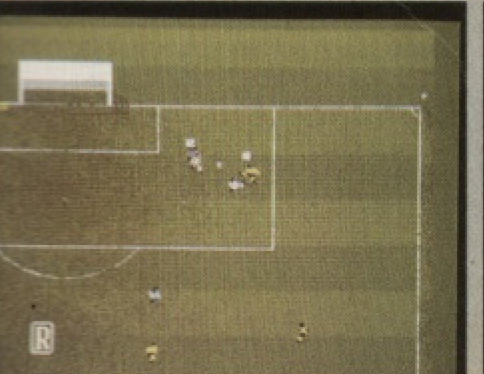
• Tacti-Grid™. An advanced form of strategic control allowing complex formation design and individual player match tactics. • Up to 4 human players can take control of any Premier League, Endsleigh League or GM Conference club. • Play full and accurate seasons which include league, F.A. Cup, League Cup and Charity Shield, relegation, promotion, play-off and friendly matches. Alternatively create custom league and cup competitions, or play one-off matches. • Varying injury types and severities, yellow and red cards, disciplinary points and variable suspensions. • Selectable home, away or third strip. • A host of statistic charts and graphs including all league tables, fixture lists, cup draws, team and divisional top scorers, manager and team performance, injury type and duration and disciplinary records. • Over 2500 players all with accurate skin tones and hair colours and 10 different varying skill abilities. • Arcade section includes ultra-quick gameplay, passing, shooting, heading, diving headers, deflections, variable pitch conditions, advanced computer player intelligence, extra time, injury time and penalty shoot-outs. • Latest Premier League rules including squad numbering, substitute goalkeepers and pass back rule. • Advanced replay mode with slow motion, freeze frame, and reverse camera angle features.

The most accurate and comprehensive football simulation ever created.

Premier LEAGUE CHAMPIONS

Amiga 500/Plus • Amiga 600
Amiga 1200 • CD32 • PC3.5 • PC CD ROM







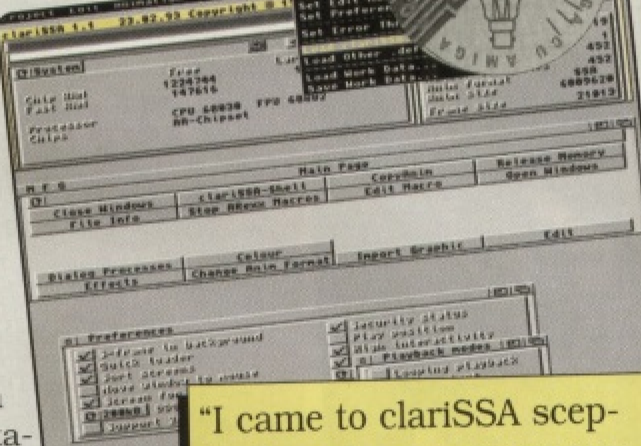
ORDER HOTLINE 0874 611633

SUPER SMOOTH ANIMATION SYSTEM FOR THE AMIGA©

CLARISSA

3.0 PROFESSIONAL

clariSSA offers a means of converting Standard IFF or Anim5 animations into SSA format to which you have become accustomed with Adorage. And that is not all.



clariSSA offers a further 40% improvement (compared with Adorage) with respect to the smooth, natural playback of animations. This means that you can even improve the quality of an Adorage animation, so if an animation starts bucking in Adorage, simply import it into clariSSA for smooth, non-bucking playback. Apart from this, you can combine graphic formats and palettes independent of the animation in this program, as a different palette can be used for each frame !!

clariSSA also offers a lot of useful cutting functions which allow you to inject the animations into videos and presentations. It goes without saying that you can also combine animations produced by different programs to produce a single one - all in all an incredible number of facilities for versatile animation.

Once the benefits of SSA were recognised, the wait for a program to convert normal Amiga animations began - and with the introduction of clariSSA, all can be revealed.

clariSSA is a fully-fledged animation editing system, which just happens to use the SSA system to display the finished work.

Either existing Anim5 files, or a collection of individual frames, may be loaded and automatically converted to SSA.

Once in memory, the animation can be processed in all sorts of interesting ways, some of which would be simply impossible with Anim5. **Order Code SW0102**

CU AMIGA TOP RATED

"I came to clariSSA sceptical, and came away convinced I had found a useful animation display tool...

... all Amiga animators should consider this as an essential buy."

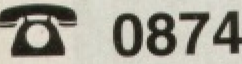
"Its called Super Smooth Animation, and so it is."

OVERALL 90%

CU AMIGA FEB 94

£79.95

System Requirements: A500 owners and above



BURGESS VIDEO GROUP

Unit 6/18, Industrial Estate, Brecon, Powys, Wales LD3 8LA

0874 611633

24hr Order Hotline

Fax Orders 0874 622994



Same Day Despatch
Allow 5 days for delivery



ORDER BY TELEPHONE, FAX OR POST THIS FORM

ENTER PRODUCT NUMBERS BELOW

No. of units	Product Number	Cost
	Postage & packing charge	
	Total	

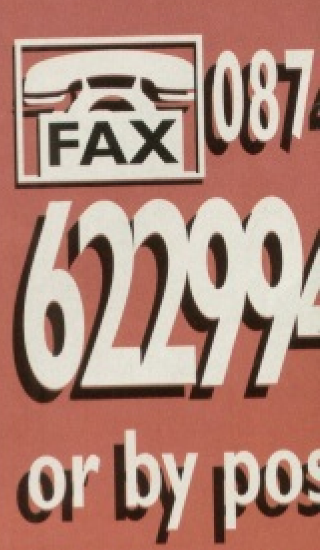
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MONITOR MADNESS

Two of the Amiga's largest dealers have taken on a new monitor to fill the gap left by the absence of the Commodore 1942 and 1084S monitors. Silica and Indi are now both supplying models from Microvitec.

The Microvitec 1438 is a 14" colour monitor compatible with all Amiga resolutions (including AA modes). Unfortunately the monitor has no internal speakers of its own, but both companies are supplying it with external, detachable, speakers.

Strangely, Silica are pricing it at £20 less than Indi, Silica's price being £299 whilst Indi are charging £319.

For more information contact Silica on 081-309 1111 and Indi on 0543 419999.

ADORAGE WIPES THE FLOOR



Thanks to the popularity of last month's coverdisk video offer (CU AMIGA April 1994), Burgess Video Group have decided to extend their special free offer (you only pay P&P) for at least another month.

The 60 minute video provides instructions and a quick start operating guide to this super video effects program.

A useful addition for Version 2 AGA users, it should not be missed! Contact Burgess Video on 0874 611633 for more information.

GET THE FAX OUT

First Computer Centre and Gordon Harwood Computing are supplying GP Software's Amiga fax software, GPFax, with Supra modems.

The fax software from GP Software allows the Amiga to send and receive faxes using any Group 3, Class 1 or Class 2 facsimile modem (which Supra supply). Using GPFax you can send any text file or IFF picture or combination as a fax, the software also comes with a driver that allows you to create and send faxes from other Amiga applications.

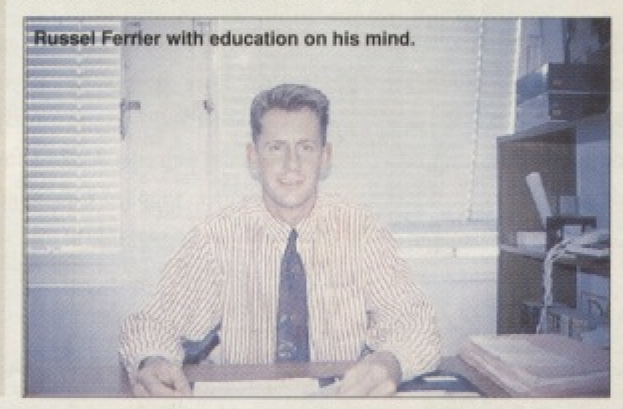
The software is also available separately from both companies, priced at £49.95 including VAT. Gordon Harwood Computing are on 0773 836781, First Computer Centre are on 0532 319444.

GAME DESIGNERS GET FIRST DEGREE

Fancy a BA (Bachelor of Arts) or even an MA (Master of Arts) in the Design and Production of Interactive Games? Well now you can have one. Middlesex University plan to offer a one year MA course starting this September, followed up next year by a three year BA course.

The courses will involve considerable co-operation with major software publishers throughout, and has been set up under the auspices of a group called the Education Initiative, founded by ex-Domark development manager Russell Ferrier. The software houses will supply hardware and work experience opportunities, and the course will cover both existant and developing technologies.

The whole idea is to develop new talent: "The games industry was in danger of becoming stale, the only solution is to seek out new blood and bring it in", according to Russell. Because this degree is a world first, Education Initiative hope that it will help establish the UK as a leading centre for leisure software development. So do we. For more information on the course contact Domark on 081 780 2222.


Russel Ferrier with education on his mind.

I WANNA BE LIKE YOU-00-00

What's that? Even more Virgin news? This is Virgin on the... oh no, we've done that one already. Anyway, here's the deal. Virgin have announced that they will release Amiga conversions of the two SNES smash hits *Aladdin* and *The Jungle Book* towards the end of this year! Hooray!! Featuring the sort of animation and graphics that made Disney the company they are today, both platformers are widely regarded as two of the best available for consoles, and will doubtlessly repeat the same feat on the good old A500 and A1200. Expect a full preview very soon. And Tigger too. Contact Virgin on 081 960 2255 for more information.



Conspicious by his absence from these pages last month, Commodore MD David Pleasance returns from a well deserved holiday, tanned and ready for action.

Regular readers of this column (I know you're out there) will have noticed that most of the chat has been about our mass market machines – namely the Amiga A1200 and Amiga CD32.

There's been a lot to say. But in the midst of so much activity: launching bundles, recruiting new retail partners, engineering full motion video capability we're still selling Amiga 4000s at an impressive rate.

The 4000 range has been an unqualified success since we launched it back in September 1992. We even ran out of stock for a spell in the middle of last year. But ever since I took the hot seat at Commodore I've been convinced that the Amiga 4000 can go even further. Now we're set to make that happen with an upgraded range and a new concept called ACE.

Over the next month or so we're planning to launch up to nine ACE centres (that stands for Amiga Centres of Excellence). Each one is designed to provide expert advice and service to makers of business solutions in the worlds of graphics, marketing animation, music etc. The first, in north Wales, has already opened.

Readers of CU AMIGA won't need to be persuaded of the Amiga custom chips' ability in these areas. Some developers might. And that's the point of ACE. Say, at ECTS (European Computer Trade Show 10-12 April), we give demos to 20 multimedia developers. Following the show we can direct them to ACE where they will get expert advice, as well as full details of pricing and peripherals. In the end they can walk away with a package tailored to their needs.

As a necessary addition to the ACE concept we're also introducing a Commodore Seal Of Approval badge to be awarded to peripheral manufacturers who come up to scratch. As I write we're finalising the trademark registration for the seal. In due course I'm sure it will benefit the whole Amiga community.

You may well ask how the involvement of professional developers can help you, the domestic enthusiast. Well, I believe that the adoption of the Amiga by creative technology users can only lead to more software availability and increased public awareness of the brand. Good long term news for all of us.

There are already plenty of takers. Amigas are being used in The London Transport Museum for point-of-information kiosks and by Dave Stewart in his recording studio to name but two.

In my next column I hope to update you on he progress of ACE. For now though I'll have to sign off with a couple of statistics. As I write, 44 per cent of all CD software sales and 10 out of the top 20 CD games in the official chart are Amiga CD32. As the song goes 'Things Can Only Get Better'.

24-BIT SCANNING

EPSON GT-6500

EPSON

FREE CAP & T-SHIRT

COLOUR PRINTING

EPSON LQ-150



Epson Scanners

The GT-6500 and GT-8000 24-bit colour flatbed scanners from Epson scan up to A4 in size, with output resolutions of up to 1200DPI on the GT-6500 and 1600DPI on the GT-8000 in 16.7 million colours, greyscale or line art. The scanners include either PowerScan or Image FX scanning software. An optional automatic document feeder is available.

Epson GT-6500 PowerScan	£599
Epson GT-6500 Image FX	£689
Epson GT-8000 PowerScan	£849
Epson GT-8000 Image FX	£929
Document Feeder	£399



PowerScan 4

Completely re-designed powerful user interface, produce 256 greyscale images (on a AGA machine), scan in 64 greyscales (non AGA Amiga can only display 16), add colour to greyscale images, special effects, new support for 18-bit scanner, add text to scans, available with mono or colour scanner. A1200/600 version available soon.

PowerScan 4 (Mono)	£119
PowerScan 4 (Colour)	£239
PowerScan 4 inc. OCR	£159
PowerScan 4 upgrade interface	£50
PowerScan 4 upgrade software	£20
OCR Full version	£49



Epson LQ-150

The LQ-150 is a fast, quiet 24-pin colour dot matrix printer. With draft printing speeds of up to 216 cps and high quality colour text and graphics output. The LQ-150 has a built-in 50 sheet paper cassette with automatic paper feed, and an optional tractor unit for use with continuous and multi-part stationery.

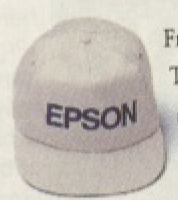
Operating either flat or flipped on its back - to save desk space - the LQ-150 incorporates Epson's ESC/P and ESP/P2 printer languages, ensuring compatibility with most popular software packages. It also comes supplied with Windows printer driver for use on your IBM as well.



Optional tractor unit

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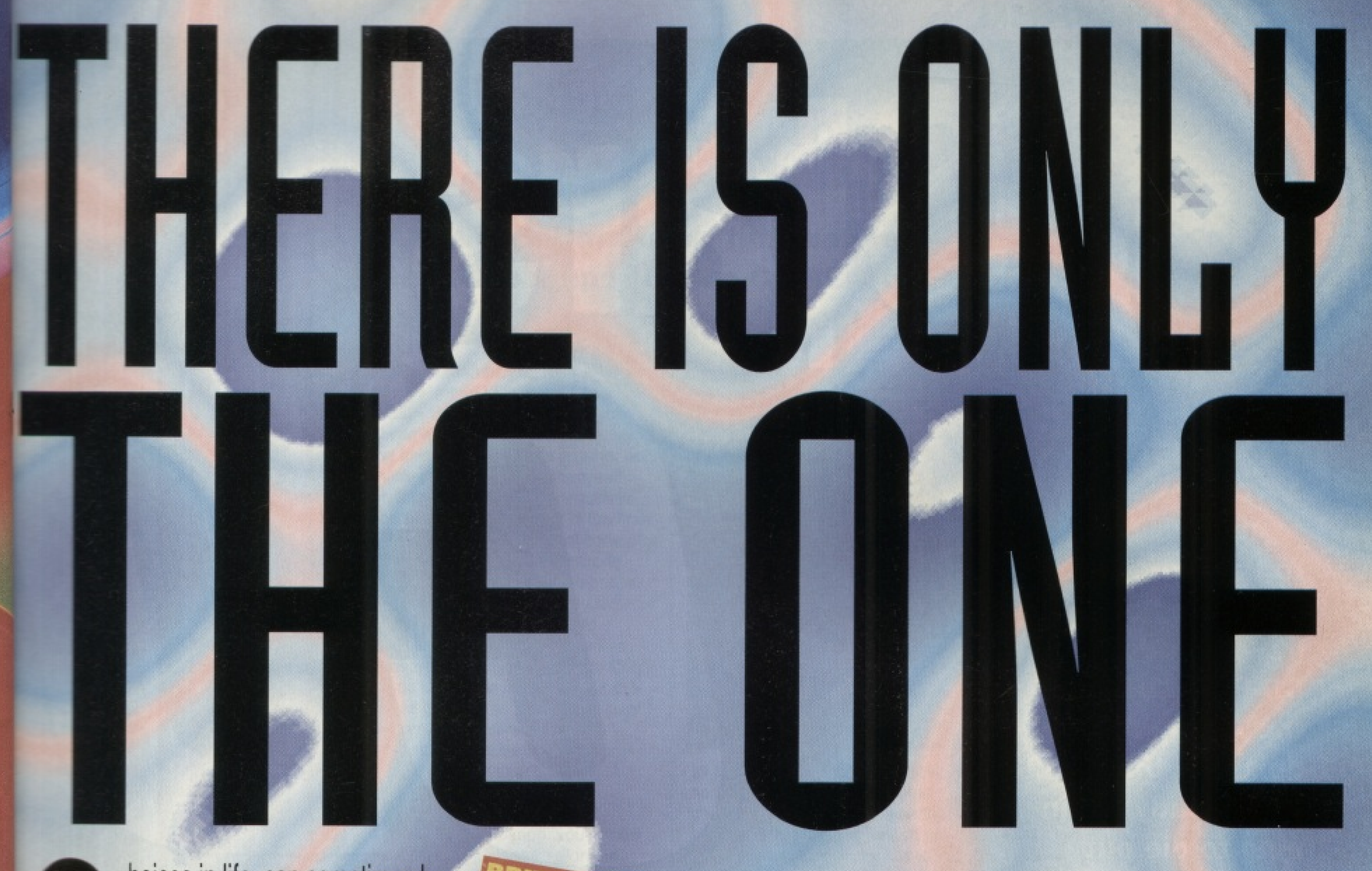
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Stars on CD

The CD games market is exploding faster than anyone ever expected. Thanks to the experience software houses have gained on PC CD-ROM systems, the Amiga A1200 ports for the CD32 are already beginning to die out, helped along by the announcement that Commodore are to finally release a CD-ROM drive for the A1200 (see our exclusive news story), being replaced by bigger, better games. Games that use the 650Mb available for more than just a couple of music tracks.

One of the biggest moves in the PC market was the step over of film stars to become CD game stars. Recently in the USA, celebrities (and pseudo celebrities) have started to appear in games, finally bridging the gap between the film and music world and that of computer games. Now the CD32 is stepping in on the act with *Simon The Sorcerer* from Adventuresoft. Starring (on lead vocals) Chris Barrie of *The Brittas Empire* and *Red Dwarf*, the game is the first of its kind to be done in Europe, and CU AMIGA were there to capture the whole thing. Read on to find out how it went, and to discover just how the CD market is opening up on the other side of the pond.

The Simon Empire

It was only a matter of time before the film and TV industries started to step in on the CD-ROM games market. Alan Dykes was there to record the moment.

On March 2nd, 1994 at approximately 10:30 am Chris Barrie, star of TV's *Red Dwarf* and *The Brittas Empire*, spoke the immortal words "It's a rather well-made catapult, if I say so myself." That line might not mean much to you at the moment, but it is the first step towards a new kind of computer game – CD-ROM titles featuring well-known TV and film celebrities. It's already happening in the US, where everyone from Donald Pleasance to Deborah Harry has appeared in computer games. Chris Barrie is starring in the first UK produced game of its kind, the brilliant *Simon The Sorcerer* by Adventuresoft, as exclusively previewed last month in CU AMIGA.

SIMPLE SIMON

If you've played Simon, you'll know it's a graphic adventure along the lines of *Monkey Island*, only with far more humour and stranger characters. Dreamt up by Simon Woodroffe, it's a tale of romance and adventure in a faraway land, with hormonally-imbalanced teenagers, bureaucratic dwarves, wizards with unconvincing Devon accents and a dragon with a cold. The key to the game is conversation, with all the lines shown as text above the sprites, and it's the charm that comes from the conversation that has made the game a smash hit on floppy formats. The move to CD has seen all the lines being spoken by actors such as Chris Barrie and Roger Blake, long time *Spitting Image* voice expert. With some clever voice direction, a few vocal effects and a lot of imagination, *Simon* is now looking to be a smash hit on CD32.

No-one is more excited about the advent of CD than Adventuresoft's Mike Woodroffe. We asked him why.

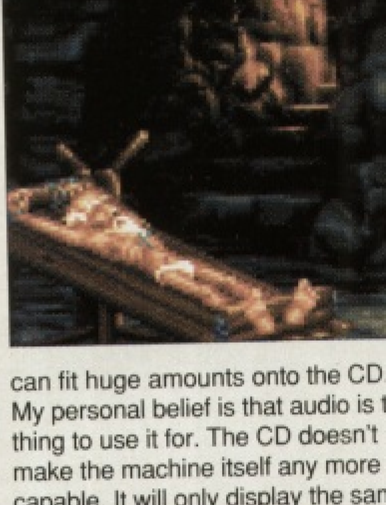
"Two reasons. One is that the market is obviously moving towards CD at a great pace, and the other is the advantages the CD media gives us are very interesting,." said Mike with a wry smile.

"Not only from a quality of product point of view, but also a kick the pirates in the crotch point of view. We have done some figures already on product, and there are several CD32 products that have sold in the 20, 000 unit mark, and *Microcosm* was released last week and did 14,000 units on day one.

"Now, if you look at the number of units of CD titles being sold, and compare that with the number of machines in the market, you'll find that a very high percentage of machine owners are buying games. Then look at the Amiga, and see the percentage that you sell against the amount of machines in the market, and you can only come out with two conclusions. Either only a very low percentage of Amiga owners play games, or a high percentage of Amiga owners play from pirated copies. You can draw your own conclusions. The CD media stops most of that. It'll never stop the commercial pirate – the man who wants to counterfeit your product, but because of the economics involved in copying a CD product, it'll cut out an awful lot of it.

"The media is a lot better for us on the profit side of things too, as well as creating better games. We can put a lot more into a game, such as the large amounts of audio, we can put a soundtrack, graphics – we »

Director, Patrick Kelly, (second from left) takes Max and Gerald through their paces. Spot the 300 page script.



can fit huge amounts onto the CD. My personal belief is that audio is the thing to use it for. The CD doesn't make the machine itself any more capable. It will only display the same amount of pixels on the screen, it will only display the same amount of colours, the animation won't move any faster as it doesn't improve the speed of the processor, but what it does give you is an enormous amount of storage space,and the one thing that really takes up space is digitised audio. So by using that space on the CD to hold and then playback the compact disc sound, it makes an enormous difference to the end user, as everyone will see when they play *Simon CD*."

MET A PIE MAN

So how do you approach something like this?

Right:Ten hours in and no sign of stress at all.

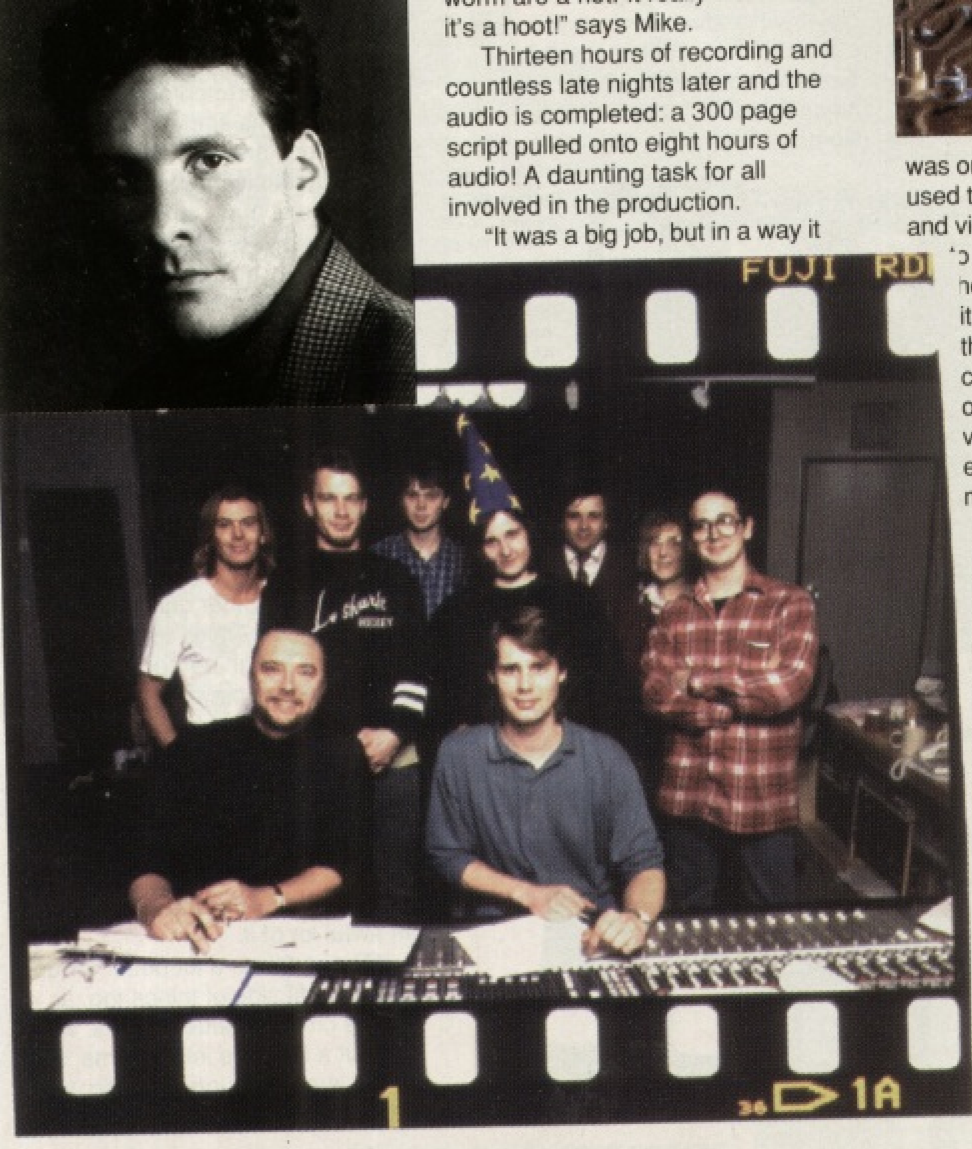
"We'd looked at other products that had used the technology before. The one we really examined was *Day Of The Tentacle*, and we felt that the acting on that was very poor, and that we could do a better job. It was quite by chance that we found K&A Productions." (A CD-ROM audio/video production team composed of director Patrick Kelly and CU AMIGA's very own enterprising Tony Dillon)

Putting all of this audio on CD certainly makes the game more entertaining, especially for you — doing voices for some of *Simon the Sorcerer*'s characters must be fun, no? "Of the scenes we've got together, the real shining hours have to be the woodworm – the woodworm are a riot. It really works well – it's a hoot!" says Mike.

Thirteen hours of recording and countless late nights later and the audio is completed: a 300 page script pulled onto eight hours of audio! A daunting task for all involved in the production.

"It was a big job, but in a way it was only really half the workload I'm used to. After working in broadcast and video media for so long, I'm used to supplying the video first and then the audio. That in itself made it look quite easy, but the one thing that did make the job difficult was the exactness required of the script. The emphasis, the verbal inference and the way that each sentence was treated was much more critical than any visual and audio production would have been. There wasn't a set up for what the people were doing; there wasn't a facial expression, there wasn't a body action that the actors could give. That made it interesting, not unlike the work I've done in dubbing foreign language versions of shows I've done." said Patrick Kelly of K&A.

"In a way it was very much like producing a radio play," adds Tony 'Corporate' Dillon.



From left:Jon Haines (voices), Patrick Kelly (director), Dec Graham (voices), Simon Woodroffe (author), Paul Harris (engineer), Mike Woodroffe (Adventuresoft), Trisha Woodroffe (Adventuresoft) and Tony Dillon. Inset: Chris Barrie.

"Of course, with there being so many different ways of approaching conversations in the game, with branches all over the place, the actors had their work cut out keeping the characters flowing. There were a lot of places – the scene with Simon and the Swampling for example - where you would be answering a question two pages before it was actually asked!"

AND THUMPED HIM

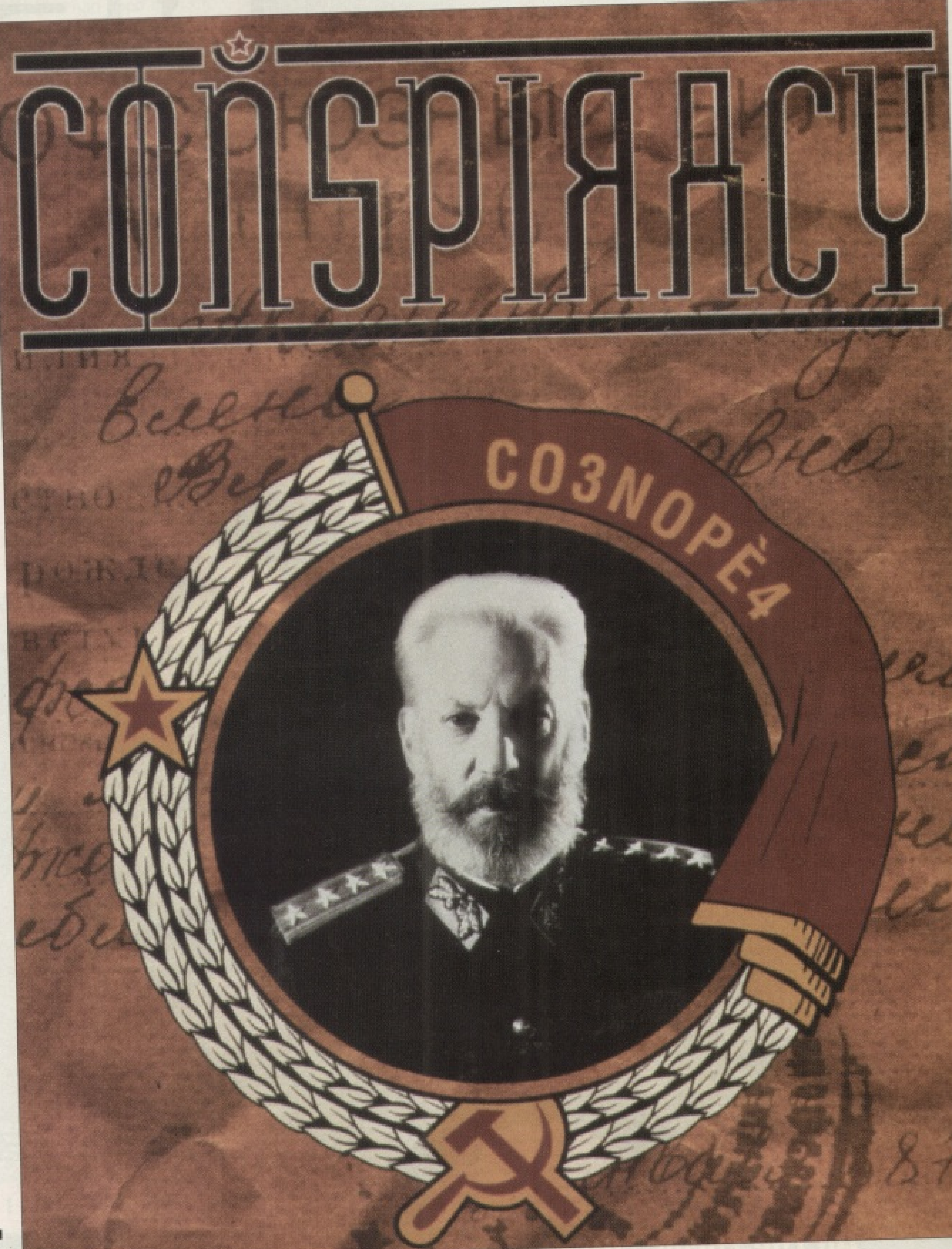
There's no denying that this is a very important release for CD32. For the first time, CD owners will have something that just can't be replicated on floppy. Hopefully, it will open up the market for this kind of game, and finally the boundaries between film and computer games will be knocke down. Simon The Sorcerer CD will b released in early May for the CD32, and we'll have a full review in the ne issue of CU AMIGA.

CONTACT BOX

For more information about Simon CD, contact:
Adventuresoft: 021 352 0847
K&A Productions 081 810 5285

» **Full Motion Video, Digitisation and Hollywood actors. The CD games scene is about to explode. Dean Evans reports...**

The future of gaming?



Imagine the future of the CD adventure... It's 1997 and Anthony Hopkins, Tom Hanks and Denzel Washington have all been nominated for Best Actor in the Animated Computer Adventure Game category. Sean Connery has just won Best Supporting Actor for his captivating performance as Bill in *Captive 4*, while Meg Ryan has scooped the Best Actress statuette for her role as the luckless Princess Stephanie in the blockbuster game *Kings Quest 9*.

Maybe this is a touch far fetched but with veteran actors like Tim Curry and Donald Sutherland now lending their voice-over talents to adventure games, it's not as fanciful as you might think. Okay, Tom Cruise hasn't started pestering Electronic Arts for the script to its next computer game (not as far as I know anyway) but software companies are finally beginning to realise the value of employing big-name actors to add realism to their games.

People have been talking about the movie/computer game crossover for some time, but while the much vaunted 'interactive movie' is proving to be about as interactive as a multiple choice quiz, the CD-based 'talkie' adventure is going from strength to strength.

BIG MONEY

With CD games now costing millions of dollars to develop (*The 7th Guest* on PC was rumoured to have cost over $4m), software companies are now going to great lengths to sign up major acting names. Gone are the days when you could get away with grabbing Jim from the post room and Amanda from the canteen. Now few publishers can resist the high-tech glamour of using professional voice-overs, digitised actors and all-sorts of movie techniques. It adds much needed credibility to a game and if you've cast a well-known star in your latest blockbuster AGA, it will probably bump up your sales by a couple of thousand to boot.

Right now there are dozens of

Veteran Hollywood actor Donald Sutherland brings a touch of class to *Conspiracy* on PC.



Inferno on the CD32 will be voiced by a famous, but as-yet-undecided actor

games in production that boast big-name Hollywood stars in their cast lists. One of the biggest successes so far has been Sierra's *Gabriel Knight* on the PC, a voodoo adventure that has enlisted the talents of veteran actors Tim Curry (*The Rocky Horror Picture Show, The Hunt for Red October, Home Alone 2*), Mark 'Luke Skywalker' Hamil (*Star Wars*) and Michael Dorn (currently appearing as Worf in *Star Trek: The Next Generation*). With over 7,300 lines of recorded dialogue, amounting to more than three feature-length film scripts, Gabriel Knight looks to be an indication of great things to come.

FINAL FRONTIER

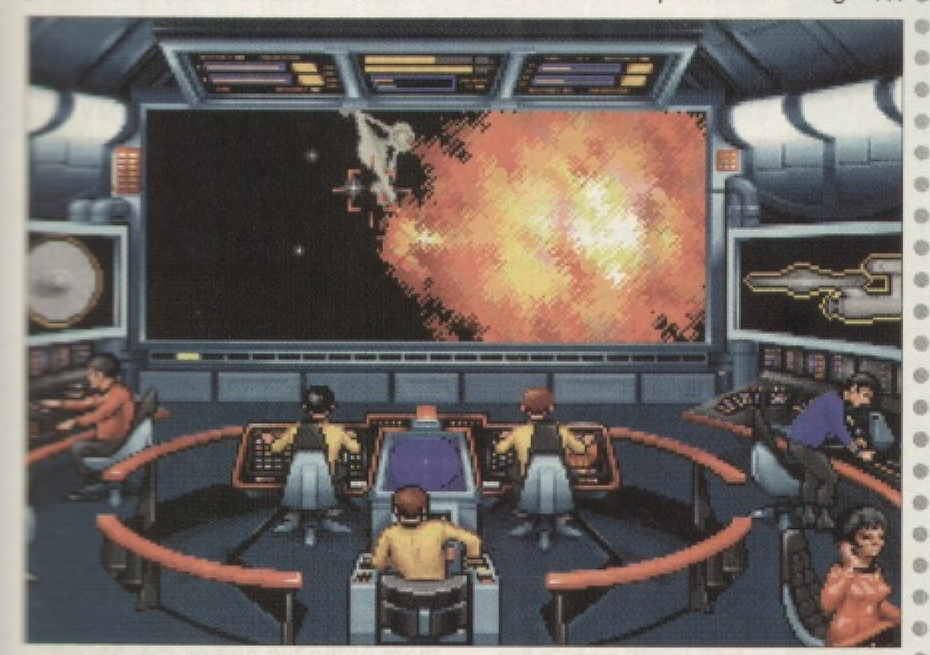
Donald Sutherland (star of more films than I can possibly mention) recently put on a thoroughly convincing Russian accent to play a Soviet dissident and the narrator in Virgin's CD adventure, *Conspiracy*.

Patrick Stewart (Jean Luc Picard from *Star Trek TNG*) can currently be heard voicing the narrative to Sierra's *Lands of Lore*, and he, Michael Dorn and the rest of the *TNG* cast have been signed up to provide the voices on MicroProse's forthcoming CD adventure, *Star Trek: The Next Generation*. But, in what must be the marketing coup of the decade, Interplay have managed to enlist the original *Star Trek* cast (William Shatner, Leonard Nimoy, DeForest Kelley et al) to provide the voices for the CD version of *Star Trek: The 25th Anniversary*. With the original cast on board, the game becomes infinitely better — it's almost like watching an old episode on TV.



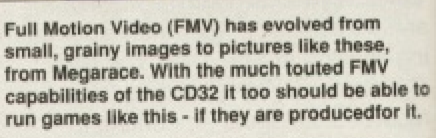
So that's where Mark Hamil got to!

One of the most eagerly awaited CD32 releases (and the first to use real actors) is Digital Image Design's *Inferno*. Due out later this year, the CD version promises to have full speech throughout, with the hero played by an as-yet-unnamed classical actor. "Computers are in vogue,' »



Star Trek preparing itself for the final frontier – life on CD. Will it make it to Amiga CD though?

Is this the future of interactive gaming? Brian Keith and Margot Kidder star in US Gold's *Under a Killing Moon.*



Full Motion Video (FMV) has evolved from small, grainy images to pictures like these, from Megarace. With the much touted FMV capabilities of the CD32 it too should be able to run games like this - if they are producedfor it.

suggests Martin Kenwright, DID's director. "People, especially actors are taking the idea a lot more seriously. They're actually quite keen."

FMV HOPEFULS

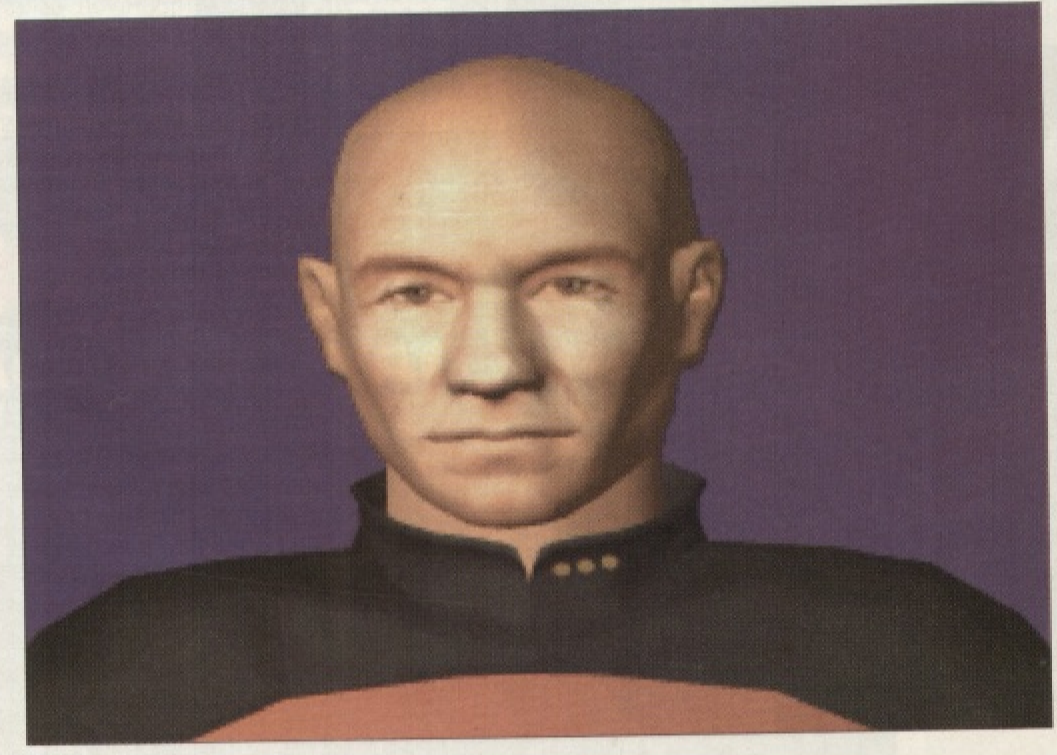
But what about full motion video? Well, apart from the batch of 'talkies' currently in production, games developers are still quite keen on producing games use digitised video footage of actors. Despite the fact that the gameplay in titles featuring FMV has often had little substance and early CD-ROM originals were often unintentionally hilarious because the standard of acting was so dreadful, with the inclusion of major Hollywood talent, developers still hope that an interactive, movie-like feel can be created.

Games like Activision's *Return to Zork* and Mindscape's futuristic gameshow, *Megarace* are already well down the FMV road but the BIG game on the horizon is US Gold's *Under a Killing Moon*, a crime story starring Brian Keith (*Young Guns* and several US TV series) and Margot Kidder (best remembered for her role as Lois Lane opposite Christopher Reeves' *Superman*). Using the latest chromakey filming techniques and high resolution backgrounds, *Under a Killing Moon* is currently state-of-the-art, a game that's proving to be so big it will need at least two CDs for the PC version.

So, as the ties between the games industry and the movie industry edge closer and closer together, perhaps film studios will start shooting footage for computer games at the same time they shoot their movies? This has already happened with the 3DO game of Sylvester Stallone's *Demolition Man*, and so there's no real reason why it can't happen again.

The computer industry is going through a period of massive growth and even the big film studios like MCA/Universal, MGM and Disney realise the potential. Even Steven Spielberg is getting in on the act with a CD game called *The Dig.* Where will it all end? Will Clint Eastwood want to direct a CD32 version of Mad Dog Macree?

Production costs on games are already soaring and developers are already holding casting sessions to decide who should play their pixel characters. Before we know it a top-notch CD adventure will have a director (probably stolen from 20th Century Fox), an art director, a music director, all sorts of designers, technicians and musicians, graphic artists stolen from the comic industry, a voice coach plus the 15 actors. Add ten minutes of video footage and you can throw in a make-up artist, a key grip, a best boy... the whole thing could get way out of hand.

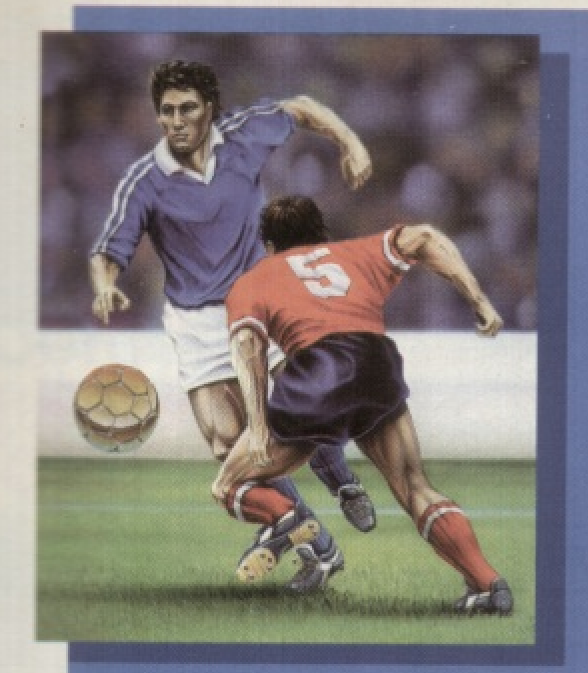


Patrick Stewart provides the voice for his 3D model in *Star Trek: The Next Generation* from Spectrum Holobyte.

DID's *Inferno*, due out on CD32 as well as PC, with a digital soundtrack by legendary goth-rock band Alien Sex Fiend and a graphic novel by renowned 2000AD artist Sean Phillips, the game hardly falls into the category of 'cheap'.

WHAT ABOUT US?

Although not incorporating FMV, *Simon the Sorcerer* will show what can be done in the UK to spice up games by using the CD32s audio capabilities. Mass market Hollywood games may seem a long way off though, when you consider the cost of producing them using real actors (and I'm not talking second rate Americans), and consider the size of the CD32 user base – the figures don't just don't add up at the moment. But as the number of CD32 users increases, if full CD and FMV compatibiltiy comes to the A1200 and software publishers better recognise the potential of the platform then we might see some more of the big names mentioned here converted to our format. CU



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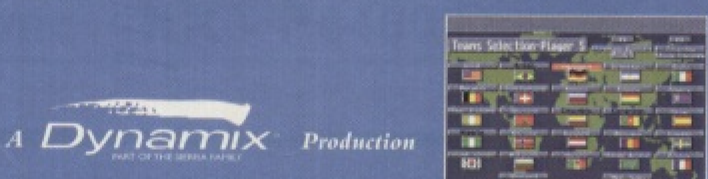
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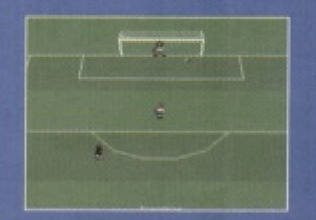
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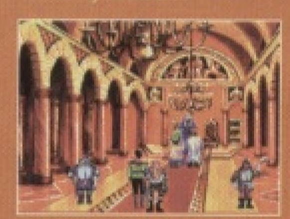
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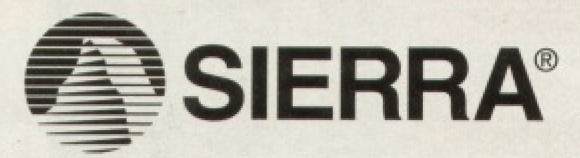
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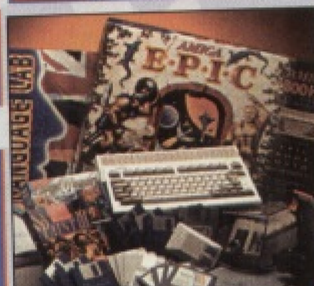
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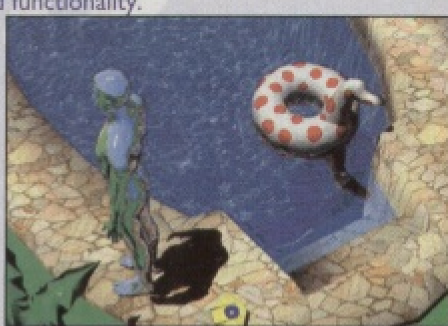
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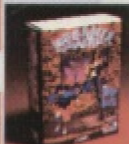
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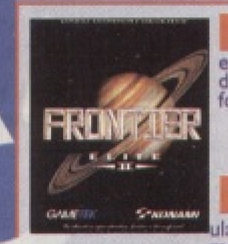
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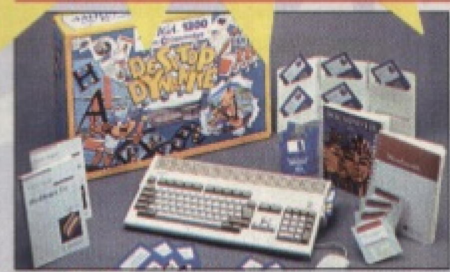
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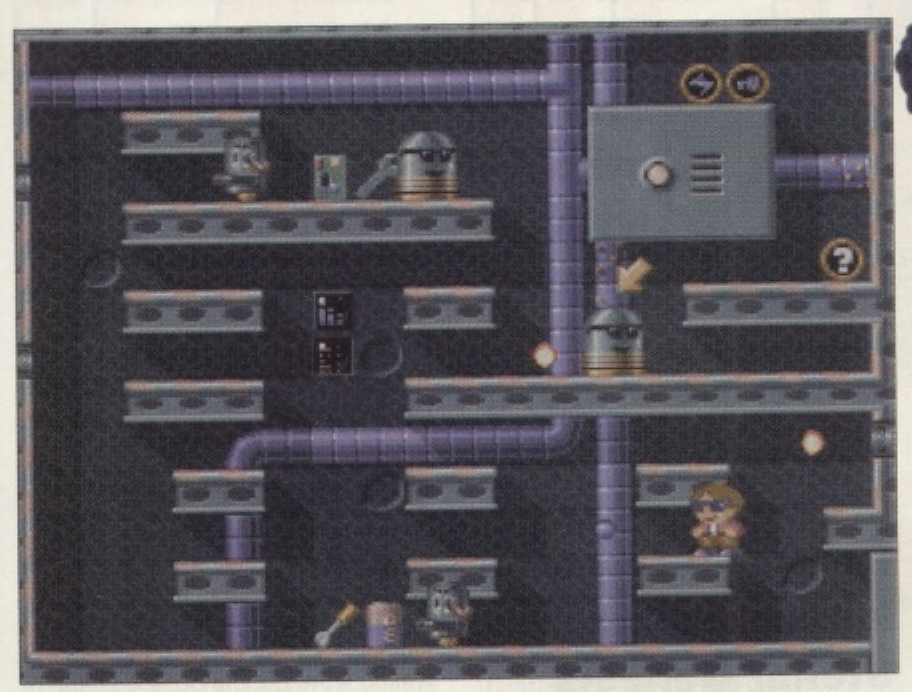
NEWS

COMPLETELY CLUELESS?

This month, Domark release the follow up to the enormously popular *Trivial Pursuit, Here with The Clues*. Based on the book by horror writer Dennis Wheatley (grandfather of Dominic Wheatley – the Dom in Domark), it's a Victorian whodunnit where the player is a detective solving the murder of a police informer. The game was originally supposed to appear on CDTV many moons ago, but never actually appeared. After years of hype and rumour, however, it's finally about to appear. The price? A paltry £27.99.

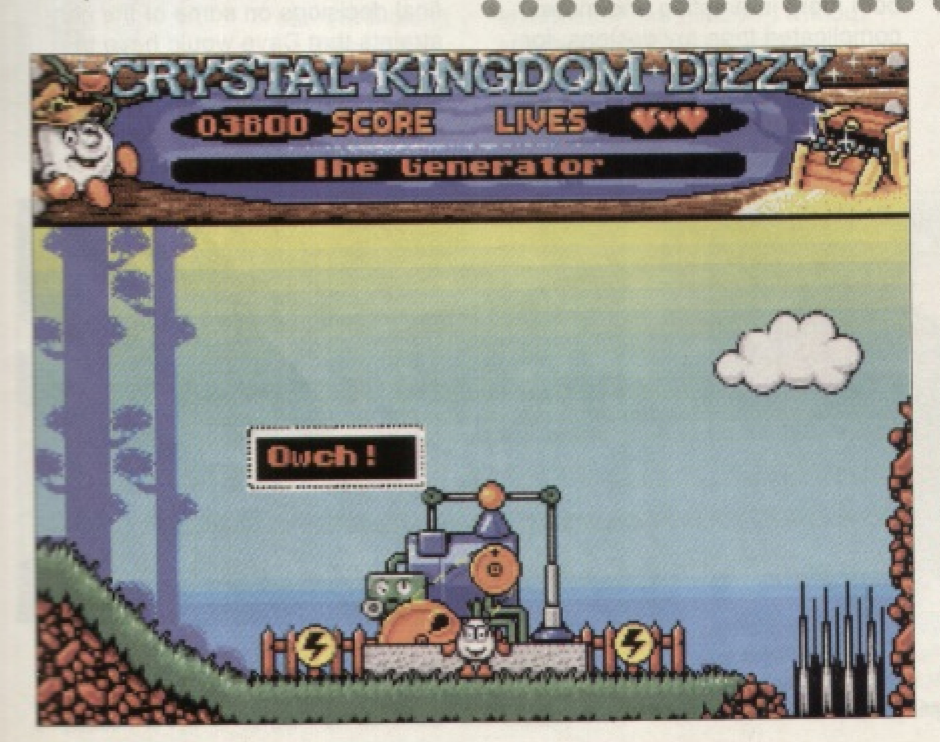
CD MASTERS

Codemasters are hitting the CD32 market in the next couple of months with the kind of releases that will make you squirm with excitement. First up is *Dynamo*, a CD conversion of their geriatric Amiga platform bounce- around. Most interesting and nostalgic of all, though, is *The Complete Dizzy* – a ten game CD featuring every *Dizzy* game ever released! Months of interest are guaranteed as you work your way through classics like *Desert Island Dizzy, Crystal Island Dizzy, Dizzy Gillespie* and *Izzy Wizzy Let's Get Dizzy*.



CD GETS NAUGHTY

Lisa Collin's favourite, *The Naughty Ones,* from Interactivision, is about to appear on CD32, so get ready for a rollicking good platform romp. Although there wasn't a huge difference between the AGA and non-AGA versions of the game, the CD version should have all the usual improvements (CD soundtrack, big intros etc). Watch out for a full review next month!



MICROCOSM GOES MAJOR

Psygnosis' stunning intravenous blast *Microcosm* was released this month to a superstar style response. The game, which features Silicon Graphic rendered backdrops and animations, and a superb soundtrack from industry music whizzkid Kevin Collier sold no less than an estimated 14,000 copies on day one! By the time you read this, those sales will have significantly increased, and alongside the PC CD-Rom sales at the same time, Psygnosis will be the happy owners of 20% of the market share!

Do you know how many copies your average Amiga game sells these days? Fifteen thousand would be considered a smash hit. Piracy must have a lot of bearing on that, especially when you compare it to sales of CD32 games. *Zool* and *Nigel Mansell* have both broken the 20,000 sales mark on CD, which goes to show what an excited and hungry market you lot are. I don't want to jump ahead of myself, but it looks like you may just save the industry. If a software house can make a decent profit from a copy of a game, and sell over 20,000 units with no piracy, then they're going to be a lot more willing to invest time and money on the kind of game that really shows the machine off. Rest easy, your future is assured.

Tony Dillon
Games Editor



SPACE ACADEMY. LOTS OF LIGHTS. FIERY SKY



SCENE WITHDRAWS TO LONG SHOT TO DISPLAY CONTEXT

DIARY OF A GAME

PART 2

The men with the comfortable winter wear are back! John Jones Steele and Dave Rowe, otherwise known as the Stellar Genesis Agency return with part two of their in depth diary on the making of *Space Academy*.

Last month we took a first look at *Space Academy*, the CD specific game being developed by The Stellar Genesis Agency. This month we dragged John Jones Steele away from his A4000 keyboard to tell us exactly what he's up to. It's month two, and it's time to get right into the job of completing the full design of the game. Once that's done and accepted, the real production work can start.

THE BEGINNINGS

"The outline called for three main areas to the game, building 1 which is a modern skyscraper, building 2 which was unspecified and a final spaceship area. Dave's first task was to work out the outline shape of the first building, with this done a final decision on the number of rooms in each level had to be made. We knew the size we wanted the game to be and that determined the level size.

"To get variation in the game, we decided that we would split the design of the levels between us. As it turned out, Dave's levels were both more interesting and more complicated than my designs, for example, my designs had only a few multi-level rooms where Dave's had most rooms multi-level, with lots of the levels only connecting when you have solved lots of puzzles – so in the end most of the levels bear his artistic slant. The work for building 1 alone, took up the best part of two weeks, but the end result has certainly justified all the effort."

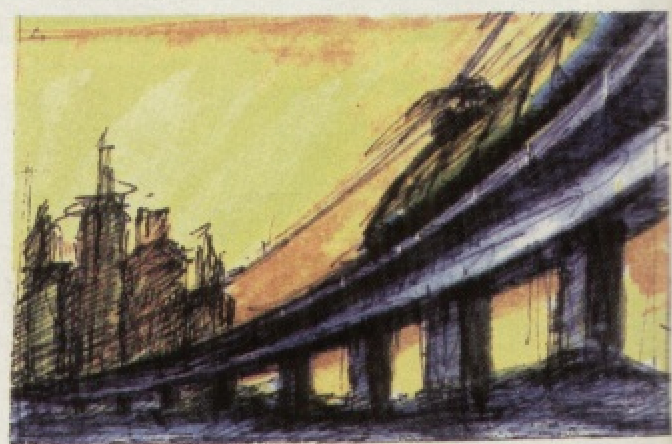
After the first drawings were done, it was time to get out the balsa wood and start building models of the rooms, as John explains. "Once the levels were complete, we could then begin adding the doors and switches. Having the whole 3D room available from the models means that problems like putting switches in places that cannot be seen is impossible (unless we decide they should be hidden from the player!). It is very easy when designing only on paper for objects to become hidden, but by having the 3D models, we can see exactly where things can be placed so as to be visible from all angles."

RUSSIAN ROULETTE

Time to cripple the artist, as they say in Russia. (Do they?).
"We were now in a position to make final decisions on some of the constraints that Dave would have to work to while producing the artwork, sprites and backgrounds. With 256 colours to work with, we decided to allocate 128 colours for sprites and



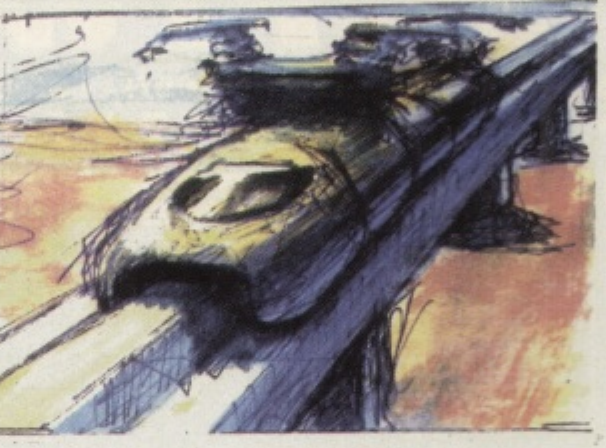
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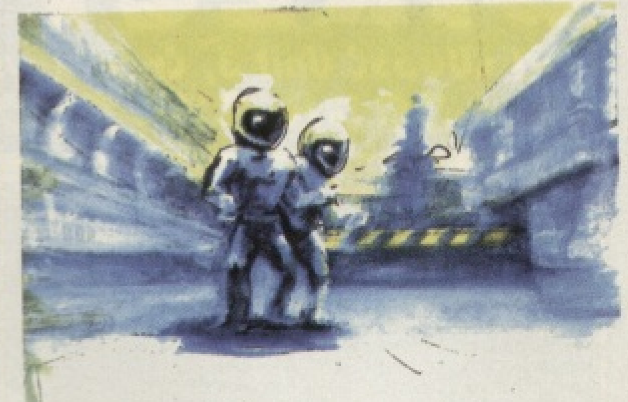
TRAIN ENTERS TOP RIGHT AND DISAPPEARS INTO A DISTANT CITY.



SCENE TRACKS BACK FURTHER TO REVEAL CLOSE VIEW OF UNDERSIDE OF MONORAIL WHICH WHIZZES BY OVERHEAD.



CLOSE-UP OF TRAIN RAY-TRACEING ITS WAY OUT OF SHOT BOTTOM LEFT



CLAXONS, FOGHORNS + SIRENS LET RIP MORPHING BETWEEN STRAIGHT AND BLOATED

128 for backgrounds. Each room in the game has its own character and the palette will change for each one. Some rooms are part of an office environment and have the obligatory filing cabinets and video terminals, others are part of laboratory complexes and have retorts and Bunsen burners on benches. There are shopping malls and unfurnished areas. Building 2 is set in an old castle, which has been modernised in certain areas and has a mixture of hi-tech and Mediaeval in an anachronistic environment. The space-ship is of an obsolete design given to the *Space Academy* to train the cadets ready to enter the full Space Service."

The use of CD makes for a lot of variety in the graphics, something that the SGA have been happy to exploit.

"As this has been going on, when the weather permits, Dave has been out with his video camera looking for interesting textures for walls and floors, rather than using the usual approach, ie, drawing them, which he then grabs and inputs into the Amiga with *Vidi(12) Amiga* as a 16 colour greyscale. He then maps this into the palette for a particular room and saves them in his textures library. This gives a lot more character to the room, and allows for realistic textures like wooden wall panels, parquet tile flooring, bare concrete walls, glass panelling or even bare rock.

ROUGHING IT

"So that I can make a start on the programming, we had already decided to create all the rooms as rough mockups (see accompanying screen shots). This would allow me to create all the collision detection maps and get the characters to move around, without having to wait weeks for finished artwork. In our discussions with Steve Whittle from Mindscape (our producer on this project) it also became apparent that this would be a huge benefit for the project as a whole.

"Normally during a game, it is only in the very final stages that the game testers can really hammer a game and find the bugs, but with this game, as a level is completed with all the rough graphics, we can hand it over to the Quality Assurance department and get early feedback. Once passed, the finished artwork can be slotted in without effecting the gameplay at all.

This also applies to the character sprites, the initial version of the game has all the characters 'ice-skating' across the screen (Dave has produced versions of the main characters facing in the 8 directions required but without the walking animations, hence the sliding look as the initial work round), but as the animations appear, the game takes on more of a finished look."

As with all games, the presentation is very important, and SGA have started considering that already.

"Dave has also produced the title sequence storyboard. The opening sequence shows the Space Academy building, this pans out to leave the building on the sky-line with the monorail heading out to the nearby city. The reason for your characters leaving the *Space Academy* and heading for the city in the intro sequence will be given in the documentation which will be given away with the CD. This will be a fully rendered 3D animation, as will the various outro sequences. We are currently using *Imagine* to do the modelling, but will shortly be changing over to *LightWave* to produce the final product. This will tie up the 4000's we have every night until the game is released at the end of the year. Once we have the wire-frame version running, we can then liaise with the Mindscape music department to get the style of music we require.

For the full story-board, see the accompanying pictures. We also need to produce various the 'outro' sequences for the different end-game sequences.

To find out what these are like, you will have to wait until the game is released and play it (We can't give everything away)."

Next month we'll tread on the toes of the strapping lads in Wales, and delay the project by another few hours as we get into the nitty gritty of production. See you then! CU

STOP PRESS

"We have just had a meeting with our producer, and the design has been accepted. Now we get down to the real meat of the game."

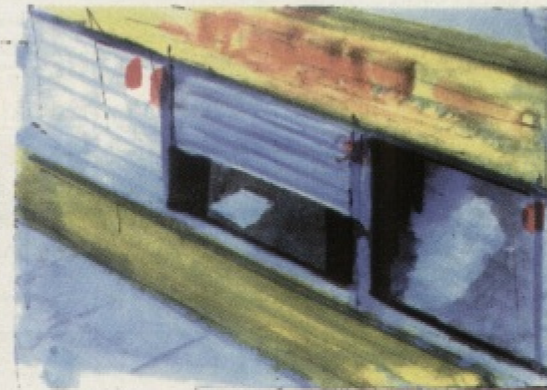
Next month we will tell you of the first month's art and programming trials and tribulations.



TRAIN PULLS INTO A MONORAIL STATION AND GRINDS TO A HALT. THE STATION ABUTS A MALL AT THE BASE OF A TALL BUILDING.



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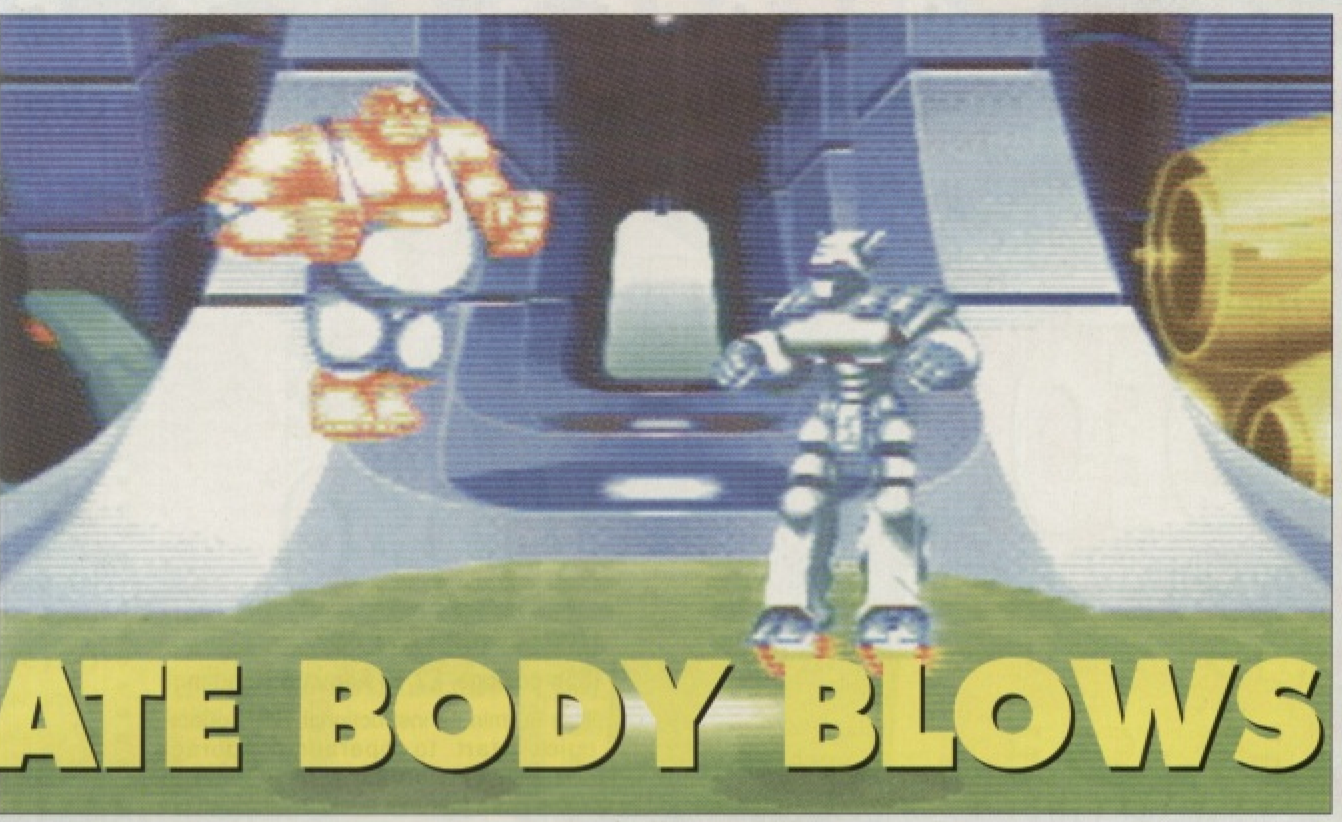
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CU AMIGA MAY 1994

But the CD32 already has a beat 'em up, you all cry. Yes, but remember that was *Dangerous Streets*, so Team 17's new kick around doesn't have any competition, according to Tony Dillon.



ULTIMATE BODY BLOWS

If you've been reading CU AMIGA for some time you may remember that I didn't really like *Body Blows Galactic*. I loved *Body Blows* though, and I have a forgiving heart, so I plumped for this review. At first glance, *Ultimate Body Blows* is merely an amalgamation of the original two *Body Blows* games, featuring as it does 21 characters, dozens of backdrops and everything else associated with the games. However, this is a lot more than just a combination of the first two.



With no pretence of plot whatsoever, *Ultimate Body Blows* is nothing more than a straight, one-on-one fight between a group of martially gifted individuals. Kai-Ti is the young girl with the lethal jaw kick and the 'Finger Press' move that causes stars to appear from her head. Mike can turn into a whirlwind. Dino throws his rider at you. Tekno leaps into the air and fires rockets at his enemy. I don't need to go on, do I. You've all played this sort of beat 'em before. It calls for skill and joystick jugglability.

TWISTING AND TURNING

Okay, fighting bare-knuckled might not sound all that exciting to some people, but I haven't explained the myriad of ways in which you can actually hit your opponent. There are two skill levels against the computer, and three speeds. (Turbo 2 is practically impossible to play – you just can't follow the computer!). Single player and two-player are only to be expected, but tournament (with four or eight players) and Tag Team are more original approaches. Tag Team is my personal favourite, as between 2 and 21 players per team go one on one. As one player is knocked out, they are replaced with a new player and the winner of that game gets half an energy bar replenished. The first player to knock down all of the other player's characters wins. This makes for some very long, and very exciting games.

Body Blows Galactic was far too easy in my opinion (I finished on my first go!), with most characters easily beaten by using the same move over and over again. However, the intelligence has been greatly improved for *Ultimate Body Blows*, and that particular tactic just doesn't work any more. Interestingly enough, you can't even use similar tactics with different characters, as everyone reacts differently. For the first time on an Amiga beat 'em up, as far as I am concerned, there is enough difference between characters for people to be able to specialise. Some people will be Maria players, while others will only feel at home with Junior. I can see a lot of practice going on during office hours, let me tell you.



PHWOAR!

The game looks stunning, using the CD32's 128 colour palette to create a very realistic arcade look. Unlike a lot of beat 'em ups, the sprites actually fit in well with the backgrounds, instead of floating around like cardboard cut-outs in front of them.

The extra storage space on the CD has been used well, to store large, colourful and varied backdrops (love the clouds!). All in all, it's a great looking game.

If only I could say the same for the sound. Unfortunately, *Ultimate Body Blows* uses the same samples as the original game, meaning that the characters spout the same unintelligible drivel at the end of the each match. I had hoped with the CD that they might have something more to say, or that the sound effects would have been beefed up a bit, but no luck. It doesn't really detract from the game very much, but it's a shame nonetheless. The other problem is that movement is still a tad jerky, but it remains better than most.

Ultimate Body Blows is a cracking game, and one hell of a beat em up. The sheer number of characters to learn means that you'll spend ages just getting to grips with the whole thing. As for two-player games... get some friends in and go for it! CU

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RELEASE DATE:	APRIL
GENRE:	BEAT 'EM UP
TEAM:	IN HOUSE
CONTROLS:	JOYSTICK, JOYPAD
NUMBER OF PLAYERS:	1-8
MEMORY:	1Mb

GRAPHICS	88%
SOUND	74%
LASTABILITY	89%
PLAYABILITY	84%

"A worthwhile beat 'em up, that looks good."

OVERALL 84%

CD COMPILATIONS

Steve Keen settles down in front of the biggest stack of games he's ever seen.

For those of you not in the know, a quick explanation of PD software. PD stands for Public Domain and PD software is software that has been put out by programmers into special PD libraries. It's not really commercially available in shops and only sold through mail order companies. PD software falls into three categories, PD (software that may be copied by anyone for absolutely no charge and distributed anywhere for free), Shareware (software that may be copied and spread about, but for which the author requests the user to send him a small fee, usually about £5, and, for which, he relies on the users' honesty) and Licenseware (software that is placed in specific PD libraries by the author with express instructions that only those libraries chosen by him can stock his title and for which he requests a token fee from the users). All this techie talk basically means that whatever kind of software you want, utilities, games, virus killers - you name it, there's certain to be an equivalent, sometimes better, version available in a PD library, for a fraction of the commercial cost. The storage space provided by CD-ROM makes it ideal for games collections and PD makes ideal fillers – hence these two compilation CDs.


Quality intro screen from a non existent game.

LOCK-N-LOAD

17 BIT SOFTWARE £19.99 OUT NOW

What you see is what you get with *Lock-N-Load*. Probably one of the biggest collection of software we've seen on a single disk – to be pedantically precise 999 games! To coin a phrase: there really *is* something for everyone, including some very useful utilities. Not all of it will be useful to CD32 owners without access to a key board, floppy disk drive or mouse, but as all these compilation disks are compatible with CDTV owner's machines, it's worth mentioning. So lets get straight down to it with the games.

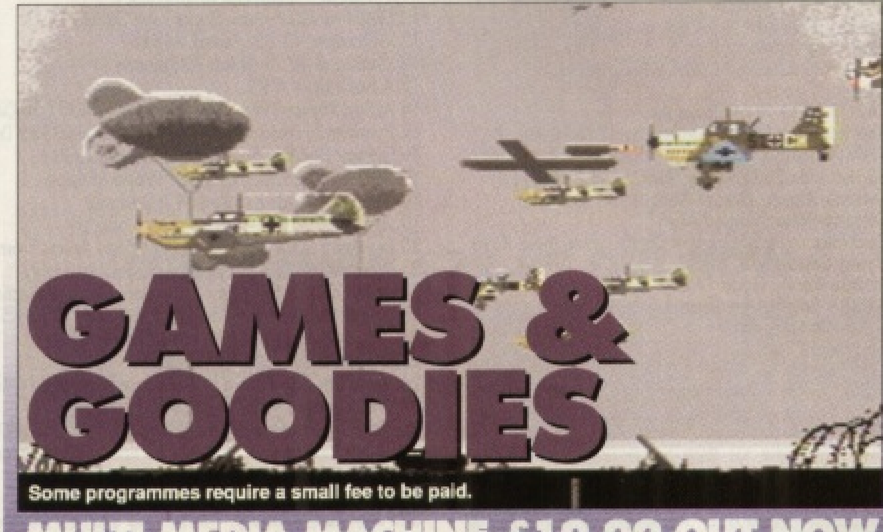
Once you've loaded and got past the strangely familiar Amiga workbench screen, you just won't believe your eyes. There's folder after folder of menus and each drawer seems to be a Pandora's box of games that are literally brimming over the edge, trying to burst out.

Initially there are about eight drawers and the Mega Games folder is the one that caught our eye. Behind that lies a further menu of about eight categories, including commercial game demos, sports, adventure, arcade and even a whole host of *Tetris*-styled games.

Each one of the 12 odd menus contains nearly forty games and even more sub folders. For instance, inside the arcade folder are *PacMan*, shoot 'em up, platform, simulation menus and it's not until you break into one of these that you get the explosion of game names. The old classics like *Defender, Space Invaders* and *Missile Command* are almost lost amongst the scores of other titles. Some are familiar, but most are variations on old themes. Most will have been long consigned to the back of your mind but you'll be more than happy to rediscover them again. Of note are Jeff Minter's classic *Llama Tron* games and the fantastically-professional looking Asteroid clone, *E-Type 1+2*.

This disk is an excellent purchase. Just when you think you've opened every drawer you suddenly discover another – one which contains the whole collection of *Assassin* games, and more too. Value for money or what? I'm pleased to see that it will work on the much neglected CDTV too, as well as its more modern brother. **81%**

Games anyone? Most are old, some are good.


Some programmes require a small fee to be paid.

GAMES & GOODIES

MULTI MEDIA MACHINE £19.99 OUT NOW

Games And Goodies can't quite match up to the sheer number of games on *Lock-N-Load*, but what it lacks in quantity it more than makes up for in quality. Over 100 top PD games of the last few years are etched onto this silver disk, as well as some of the most startling demos and animations that we've seen. Many have been individually reviewed in CU AMIGA's PD scene and if you were ever thinking about having a gander at what it's all about, you couldn't possibly get a much better start than by purchasing this disk.

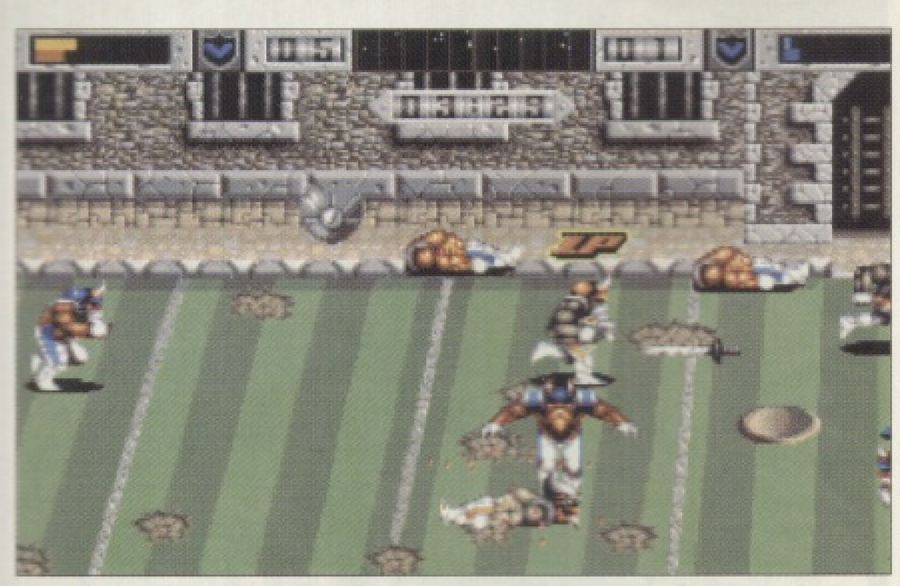
This really is a trip down memory lane. Amazing demos and famous animations, like the incredible *Vista landscape movies* and the vector *Juggler*, rub shoulders with famous animations such as *Coyote*. Apart from the games, pick of the crop must be the collection of Eric Schwartz cartoons produced in *Movie Setter* and laid down on the disk. Some of the cartoonist's best work is here, including the hilarious *Korean Conflict, Stealth Fly By* and *Late Night*. The only 'toons missing are the ones starring the busty squirrel, Amy, and the friendly frog, but you can't put all your eggs in one basket.

All the demos here load quickly and sound is a lot crisper on the CD than when it was being lifted from the floppy versions.

From the gamer's point of view there are versions of *PacMan, Asteroids, Frogger, Defender* and scores of others you've never played before. A lot seem to have been created using AMOS and *Shoot 'Em Up Construction Kit*, but most are well presented, if a little hard to play. Check out the crazy shoot 'em up *Batman*, where you take on the comical joker and his henchmen whilst piloting the Batplane. Another brill game is the wacky *Dr Who* adventure featuring real samples from the TV show.

This is a great introduction to the world of PD and shouldn't be missed. My only gripe is that there isn't any menu function on either this or *Lock-N-Load*, so every time you load a demo or game you have to reset your machine and go through all the menus again. Even on the floppy versions you could usually press Escape during a demo and get back to the workbench screen without any fuss. Still, you can't have everything but this disk is close. **85%**

Just one of the top -quality animations.



BRUTAL FOOTBALL

MILLENNIUM £29.99 OUT NOW

Violence, violence and more violence, this is the name of the game in *Brutal Football*. Upon slapping in your CD you're presented with a rather nice intro sequence of a scientist at work on his football players – but something's wrong. I fiddle with the volume, no joy. Are the audio leads properly set up, yes. So what's going on? For the intro sequence Millennium have left out music. This may be unimportant, but games on the CD32 should really use its potential for top quality music.

When the intro is finished, you are presented with an options menu (and some background music, at last!). There are league, unfriendly and knockout competitions. The game itself is based (very loosely) around American football, with the ball and pitch markings being the same, but this is where the similarity ends. You get to control seven players around a pitch, viewed using a side-on perspective reminiscent of so many 1980's soccer games. The difference is that *International Soccer* didn't have decapitations!



The pick-ups littered around the pitch, such as disembowelling swords and grenades that make a real mess of the opposition, add a lot to the gameplay. And! – If there are no pick-ups around, you can punch someone's head off and use it as a weapon instead. (Controversial eh?)

Another macabre, but I suppose you could say, realistic, feature is the fact that bodies stay on the pitch after you have killed them. Graphically, the sprites are good looking, but remain the same throughout the basic Viking teams. However, there are some good opposing teams that look like over sized lizards, goats, rhinos and so on. What lets *Brutal Football* down is their movement. The action is fast, especially when your players have been souped up in the locker room, but the movement isn't all that smooth. In general the the gameplay isn't affected very much though, it's really only noticeable when there is a large crowd of players in one place scrambling for the ball.

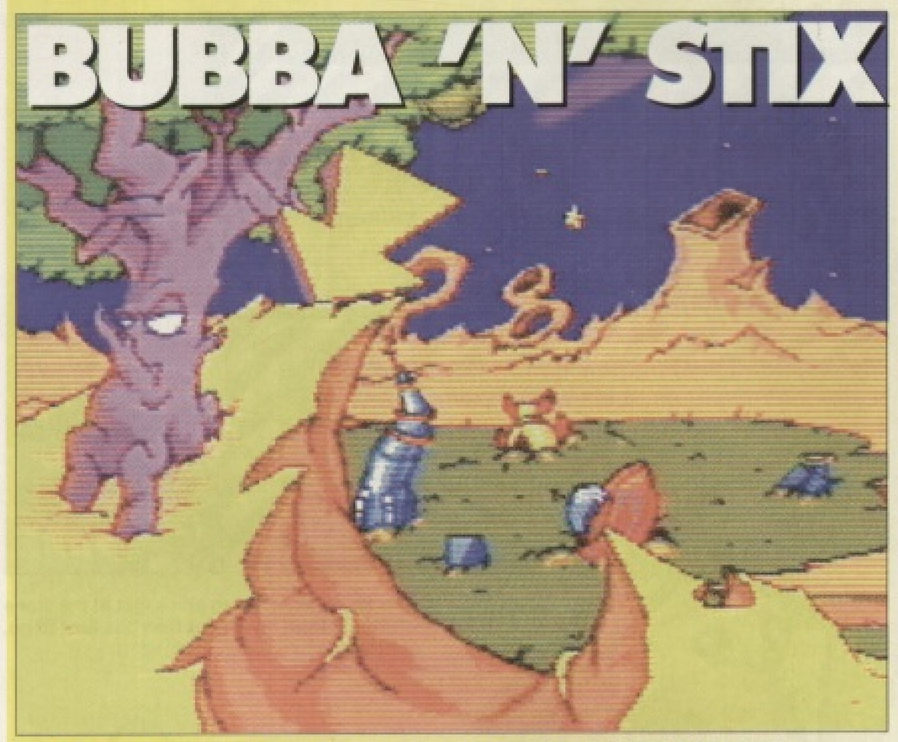
Brutal Football is good, clean (well, lots of blood, sweat and black pudding never hurt anyone) fun, and really comes alive when played in two-player mode!

Stephen Enstone

83%



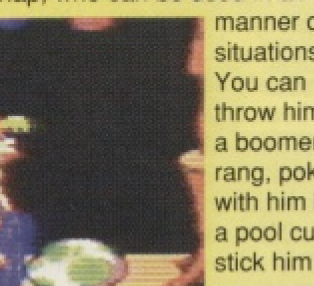
BUBBA 'N' STIX



CORE DESIGN £29.99 OUT NOW

Core Design have built up a good reputation for platform games over the years, although many have been of the 'race-from-left-to-the-right-jumping-on-things' variety. That probably explains why this one came as such a shock when it was released on floppy late last year, shortly before this direct port to CD. More puzzle based than most of their previous efforts, it tells the tale of a young geeky truck driver called Bubba, who gets abducted by aliens who want to place him in a zoo. Unfortunately the ship breaks down and you end up dumped on an alien planet, with only a small stick-like alien for company. From here you have to find your way home.

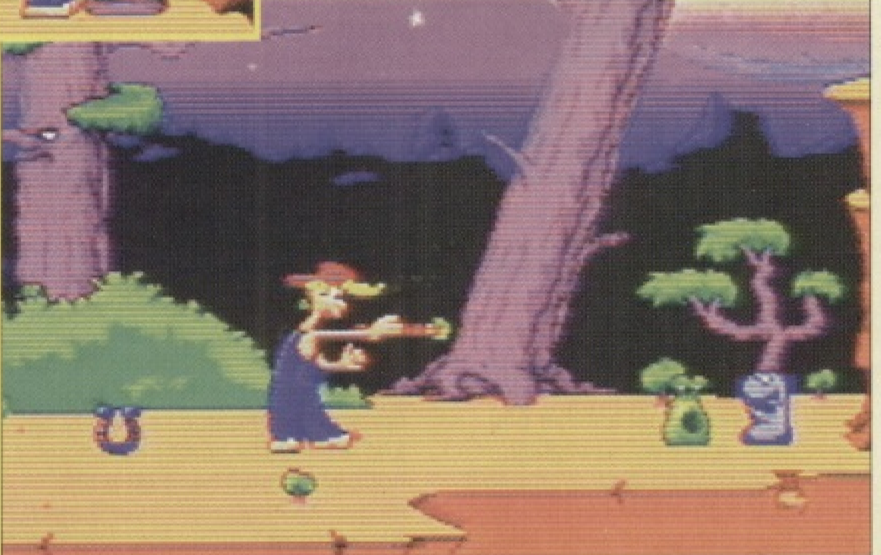
Stix, as your alien friend is named, is an extremely versatile little chap, who can be used in all manner of situations. You can throw him as a boomerang, poke with him like a pool cue, stick him into holes in walls and use him as a step, brace one end of him under things and use him to lever them, along with a thousand other uses.



On CD the game is almost exactly the same as its floppy counterpart. i.e; the same high quality graphics and animation, the same amount of charm and character and the same taxing, yet well within the realms of playability puzzles. The only real addition is the extended intro sequence at the start, which gives you the plot in cartoon form. A game well worth owning if you fancy a real challenge.

Tony Dillon

81%



»



Ha so– when you can pluck (get it) the stone from my flinger then it is time to go.

DONK

SUPERVISION £29.99 OUT NOW

We've seen it all now. *Mutant Turtles, Biker Road Rats, Superhuman Thunder Cats*, but *Samurai Ducks*? Come on! Well, surprising as it may seem, that's just what Supervision's new hero is, a fair feathered fowl with a taste for the orient. After a good stint on the Amiga, and then on the consoles, it was only a question of time before the yellow feathered one got a the taste for some CD action.

Donk was snatched from the jaws of death by a kind hearted Samurai, who was just about to drop him in his stew. Rather than tuck into the plump breasted bird the kindly sage decided to teach him the mystical ways of the Warrior and impart to him all the secrets of the ancient orient. Donk is now courageous, strong, cunning and possesses a great line in magic, which allows him to transform into a plastic duck, of the bath toy variety, and float. In this version Donk's on his final quest to become a complete warrior and has to rescue the magical gems that protect Earth's atmosphere.

When all the hurly burly's been seen and the mystical smoke clears, Donk is basically just another platform game, albeit with a slightly oriental crispy fried duck aroma to it. He's not the greatest character to grace the video game world, being rather unresponsive and having an annoying habit of falling off any platform you try and position him on when jumping. In his quest he meets all the usual assortment of wrong doers and beasts, but you never really get your interest up to stay with him very long. Some of the screens are pretty to look at and all the music's been reworked and added to completely new samples, so there has been a slight effort made for the CD32 version. Animated sequences also link the levels, but they're nothing special and you wouldn't miss them if they weren't there at all.

There are 112 uninspiring levels to negotiate and, if you can stick with the programme long enough, you'll be able to collect the magical properties necessary for Donk to perform. The shelled one can protect himself with an egg shield and blasting bombs and a simultaneous two player mode is also included with a very restricted viewpoint of the level and reduced sized sprites. This can prove to be a laugh, but at the expense of frustration.

So, yet another flop for the humble CD thirsty machine. A huge stack of great games can only be just around the corner now. Lets hope we can all hang on a bit longer, eh?

Steve Keen

73%



DISPOSABLE HERO

GREMLIN £29.99 OUT NOW

The CD32 should have some absolutely scorching shoot 'em ups by now. Software companies have been churning out absolute monster blasters for years for far less impressive tech-spec machines than Commodore's console, so where are they? Gremlin is not well known for its shoot 'em up pedigree, but they've given it a damn good shot though with *Disposable Hero*.

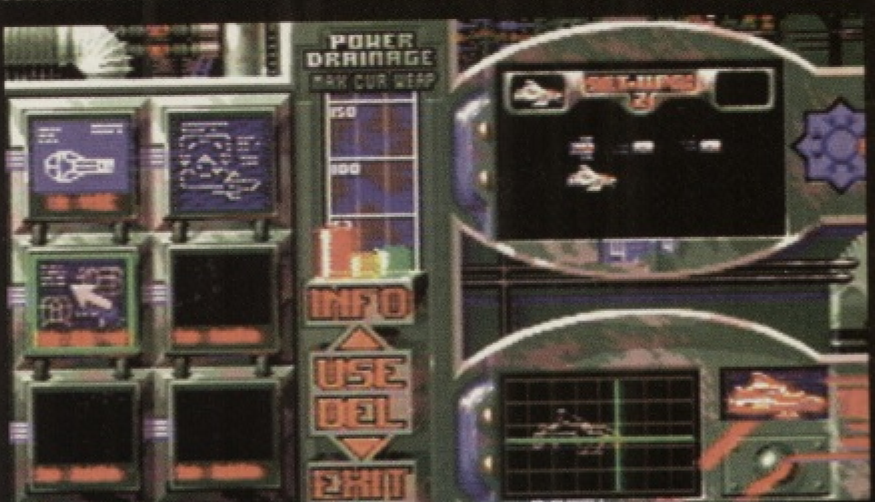
Take to the helm of a light weight star-fighter and scrape your way through five levels of complete carnage. It has to be said, *Disposable Hero* is tough with a capital T. There's so much packing the screen that you're constantly fighting two enemies at once, the never ending barrage of enemy fighters and the complicated intertwining backgrounds and detail on every level. There's so much going on it's incredibly hard to keep your attention on shooting, with any accuracy, at gun emplacements and the like. Most of the time it's a case of dodging and shooting into thin air!

The graphics are fabulously detailed. Enemy ships actually look battle scarred and possess little animated bits of machinery on their surfaces that twist or click as they speed towards you. The secret of success is in the various pods/domes you'll find. They hide shops where you can stock up on weapons. Your ship will only carry so much though, and certain combinations won't do, so cunning choices have to made to stay in the game. There's a total of 32 weapons to choose from but you don't have instant access to them all. Scattered throughout the hostile enemy levels you'll find various bonus pods that have to be collected to buy better equipment.

And boy are you going to need those upgrades! The enemy fighters move F.A.S.T. Quite often it's better to dodge the on-coming traffic than stand and fight it. Scooch down to the bottom of the screen, pausing to get a look at your reflection, and then speeding straight up to the top again will get you out of many a scrape. But, be careful! Space between the backgrounds and sprites is very tight. If you keep your head and make it to the end of the level you'll find the big boys waiting. Gigantic guardians hang around and block your path onward. Apart from being deadly they possess fantastic detail, like steam and moving parts, animated to full effect.

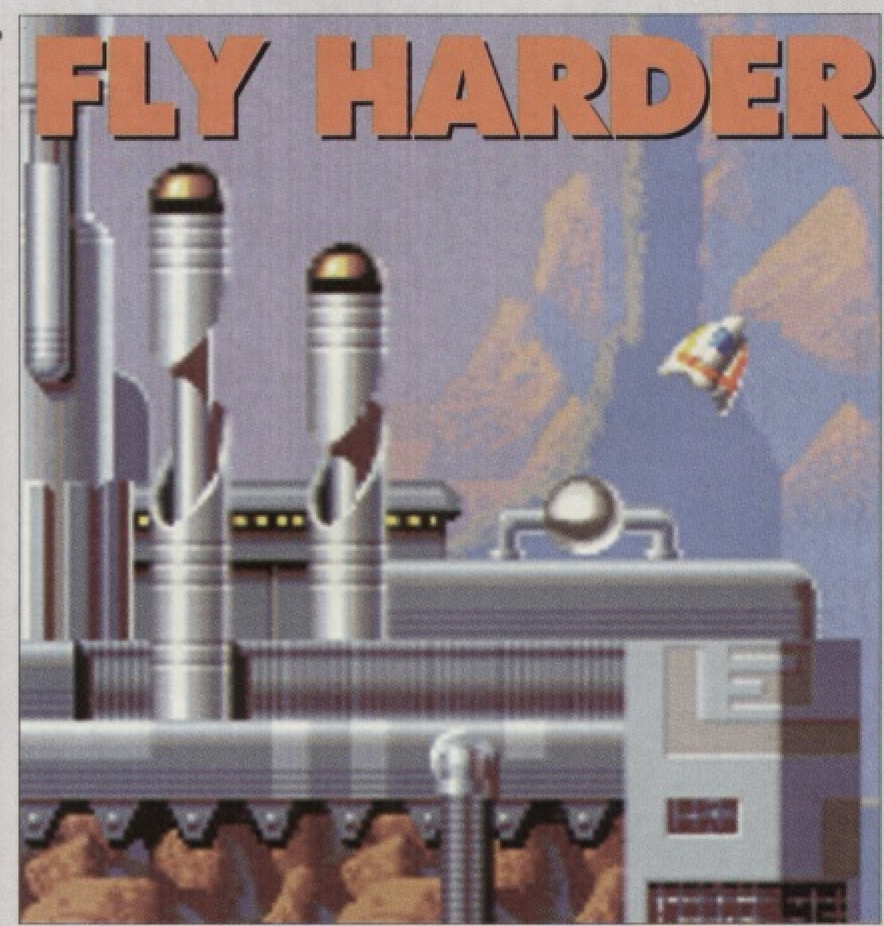
Disposable Hero is a vital addition to the lagging CD 32 software library. If you don't buy it, I can't imagine what else you must be using your machine for!

86%



Tool up and get ahead.

FLY HARDER



BUZZ £14.99 OUT NOW

If you were still in nursery school when *Thrust* was released, I will give you a quick refresher on the finer points of the new game *Fly Harder*. The idea of the game is to pick up shiny silver balls and drop them on a large reactor, found somewhere else on the same level. Your ship has a single jet engine, which it can fire in any direction to combat the ever present gravity (hence 'thrust" for the lower IQ levelled readers). There are more than enough things to crash into, including other ships, and plenty of ground material. The clever thing here is that you have an energy bar on the top of the screen that goes down as you pass through other objects like some sort of shield.

Thankfully, you have a gun to disperse the enemy with, but don`t get too carried away flying around the screen as you also have a limited supply of fuel, indicated by another bar on top of the screen. To help you out in the game, you are will find fuel pods and energy pods to replenish your spent stocks and, albeit slowly, energy does replenish itself.

The first thing you notice about the game is how hard it is. Your ship flies all over the screen crashing into everything, as you try to get the thruster firing in the right direction and gain some sort of 'it goes where you want it to go' control. After a while though, you begin to get proper movement and in no time at all you realise how good *Fly Harder* is, as long as you don't get too frustrated.

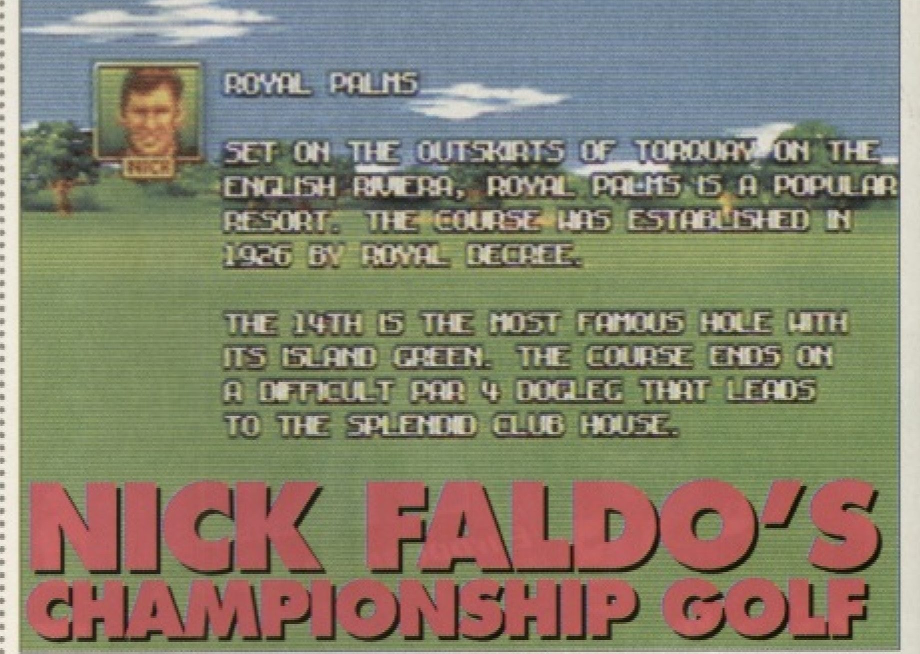
Fly Harder is a very addictive game. Once you've made it through a few levels all you want is more – even if gravity is coming from all directions and a very annoying laser beam tends to use up your 4 lives before you can say "hang on a second, I was past that extremely nasty looking laser beam".

Fly Harder is a fine title once you get past the initial control problems. Worth a look.

Stephen Enstone

86%





NICK FALDO'S CHAMPIONSHIP GOLF

GRANDSLAM £34.99 OUT NOW

And so the battle to create the most realistic and playable golf game ever continues, as *Nick Faldo's Championship Golf* works its merry way onto the CD32. On floppy machines, the game has already been a roaring success, replacing the polygon-based graphics of *Microprose Golf* with colourful, realistic trees and bunkers you could sunbathe in. They could have just done a straight port, but that wouldn't have been good enough for Grandslam. Instead, they've made a few not-so-subtle changes to the game for the CD market.

Firstly, the game plays in 256 colours now, rather than the 32 limit imposed on floppy versions. Although this might look great, it unfortunately leaves you in the position that it does take quite a long time to update the screen, and you are left waiting for seconds while the game decides to do next. This doesn't just happen during the game, either. Selecting an option on the menu screen is a case of highlighting an option, and then sitting around waiting for the machine to realise you've made a choice.

One major positive change is the restyled power bar. The original required all sorts of tricky button presses and high speed reactions, whereas this has a more standard 'press the button at one end of the bar to set power, and the other end to set hook/slice'. As a result, it's much easier for the beginner to actually play some decent shots, although the game itself is as hard as ever. You'll still find yourself going into the rough on every other shot, and the bunkers are as tricky as ever to get out of, but hey, that's golf for you.

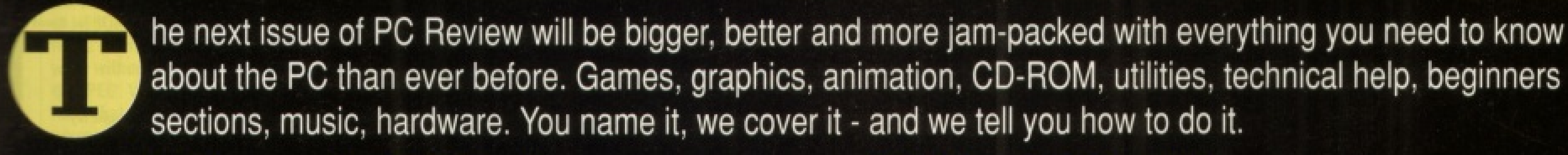
It's a very competent golf game, that will last you a long time. My only complaint is the speed of the update, but then golf is supposed to be leisurely!

Tony Dillon

83%



GET SWITCHED ON TO PC REVIEW



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FMV: just an excuse to use film stars in your favourite Amiga mag.

THE FIRST FMV FILMS

Take a CD32, plug in an FMV module and movies on CD are yours. But are these movies as good as traditional VHS, and how do they compare to LaserDisc? Andy Leaning grabs the popcorn, talks loudly and snogs in the back row as he seeks out new movie frontiers.

If you've got a CD32 you're probably thinking about upgrading it with the FMV module. But the question you'll want answered before you spend any money is: are the films, movies and pop videos you can watch on it actually any good? After all, what's the point in spending your money buying new technology if the results aren't as good as your existing video?

To answer this question we took four of the five films currently available and spent a day watching them (as far away from Lisa's ruler as possible). The films we chose, *Patriot Games*, *Top Gun*, *Star Trek VI* and *Black Rain*, cover a wide variety of tastes, including science fiction, drama, and action. These CD films are all finished titles, and are available now in PAL format.

Video CDs come in normal size CD jewel cases, but are actually double albums, ie they contain two CDs. The reason for this is that each Video CD can only hold 72 minutes of film and sound,while the average length of a film is over 110 minutes – hence two CDs. And before anyone raises questions about it being inconvenient having two CDs, I'll point out that LaserDiscs (the numero uno format for home film buffs) have been using two discs for a long time and it has proved a popular system.

We studied the films on a state-of-the-art 29" Sony S29 TV with a Dennon AVC-3200 ProLogic amplifier. This allowed us to try out the sound and test the picture quality.

The various films were all similar, with good colour quality and stable picture reception. There weren't any of the tracking problems, saturated colour or noise often associated with videos.

One problem, however, was that in moments of intense activity on screen some of the fine detail of the picture was lost and the squares that make up the signal became visible. This happened in *Black Rain*. With MPEG encoding process this loss of picture quality is normally counteracted by softening the picture and taking the edge off the squares, making them less visible.However, the little squares were was still there in some places in parts of *Black Rain*.

Also, occasionally, (in *Top Gun*) where there is a lot vertical movement there was a slight jerkiness in overall picture movement. Whether this is the result of the MPEG encoding (see CU Amiga March '94) or poor NTSC to PAL conversion remains to be seen.

JARGON BUSTERS

- PAL: The definition of the TV signal for UK TV systems.
- NTSC: PAL for American TVs. Films in NTSC format cannot be played on UK hardware without conversion and vice-versa.
- MPEG: VideoCD/FMV films are normal films that have been converted and compressed to allow them to be stored on CD. This compression and storing was defined and created by a group of propeller heads on a committee called 'Motion Picture Experts Group' or MPEG. For further details on MPEG coding see CU AMIGA March '94.
- Laser Disc: A large version of compact discs used for storing films.
- Dolby Pro Logic: A specification for sound that's superior to normal stereo, created by Dolby Labs. ProLogic sound uses four and five speakers, rather than the normal two. Placing four or more speakers around the room ensures the sound 'surrounds' you, giving a more realistic audio experience.



Errk got fra gevam ek stad? ("Should I buy an FMV module?")

SWEET MUSIC

All of the four films feature not just stereo sound of CD quality, but also Dolby Surround Sound. So, linking your CD32 to a Hi-Fi when watching these films will give you an experience far beyond normal VHS. Whilst normal VHS will give you stereo sound, the clarity and depth of the sound from these discs leaves VHS sound for dead.

And if you happen to have a ProLogic amplifier and speakers you'll never need to go to the cinema again! Dolby ProLogic is a system of encoding extra audio information into the normal stereo signal. When played back via a ProLogic amplifier, connected to four or five speakers, the information is decoded and the sound is distributed to the speakers (which are placed in front and behind you) giving the effect of the sound coming from all around you. In all four movies that we tested, the results are simply stunning. Now all we need is for Amiga games developers to get hold of this idea and start encoding Surround Sound in CD32 games!!!

IT'S A KNOCKOUT

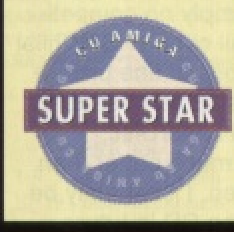
Films on CD – great concept, great implementation. For picture quality these CDs easily rival video, for sound there's simply no competition, they walk all over VHS. Whilst the occasional loss of fine picture detail means they aren't yet up to the standards of LaserDisc, VideoCD film is much better than normal VHS video. I'll certainly be switching to Video CD in future. CU

SCREEN SCENE

Now that your easter-egg laden stomach is forcing the sofa through the floor, you need some exercise. How about picking up your joystick and going for a run through our complete games guide.

A CU Screen Star is for games scoring 85%-92%. If a game gets one of these, it'll be of lasting quality and you can rest assured that, if you decide to purchase it, you won't be wasting your money.





93% and a game's worth a Superstar. We hardly throw them around, but if a game gets one it'll be completely outstanding.

FIRST IMPR

"Is this a dagger I see before me?" No, Julius me old mate, it's the most stop pressingest, up to datest, fastest preview section around.

BENEFACTOR

PSYGNOSIS

THE GAMEPLAY: The obvious comparison is *Flashback* with smaller sprites. Quite what the plot is exactly about is anyone's guess, but you have to travel around enormous levels collecting keys and rescuing small creatures. Some are intelligent, some are not, all have to be dropped into a funnel. Sounds simple enough to us!
WHAT'S NEW: At the moment, nothing in particular. It seems to take the small sprite and character from Lemmings and the fiendish level design from the more complex end of strategy games and combine them in a way that looks like it will keep people playing for months.



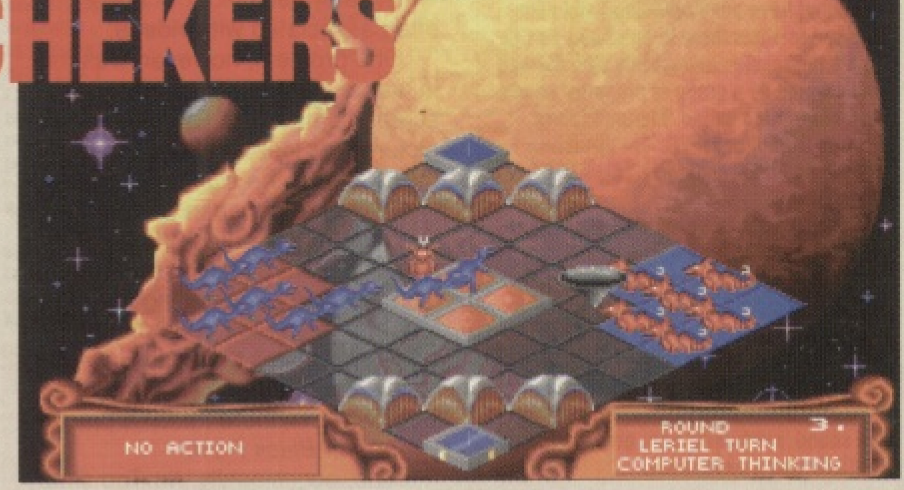


BEHIND THE SCENES: The game has been coded and designed by Digital Illusions, the mob who pieced together the fabulous *Pinball Fantasies* and *Pinball Dreams*. We are assured that there will be no pinball in this game whatsoever. The bullets don't half move in a convincing way, though.
FIRST IMPRESSIONS: It looks like it will be a lot of fun. We've had a good play around on a few levels to date, and they have proven to be fun and taxing. It will take a few goes before you really start to suss out the strategies in the game, but then there is an old maxim that says, 'The more you put in, the more you get out!'

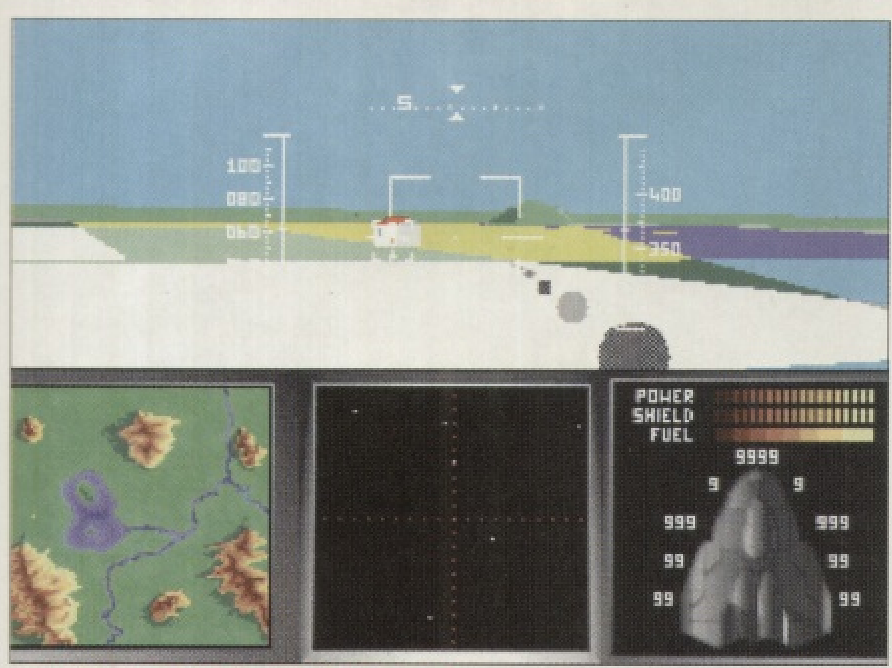
SPACE CHEKERS

BLACK LEGEND

THE GAMEPLAY: An updated version of the old family favourite *Draughts*, this involves up to four armies storming across an isometric board, leap frogging each other to hopefully end up in the opposing corner. The boardgame is broken up with arcade sequences whenever opponents meet over certain tiles. The winner is the person who gets all their pieces into the correct corner first. That's about it!



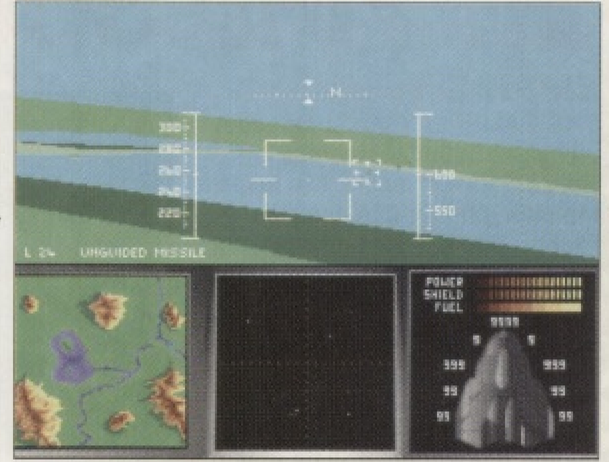
ESSIONS



EMBRYO

BLACK LEGEND

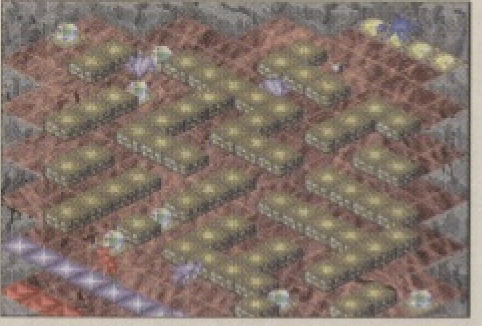
THE GAMEPLAY: A 3D blasting simulation as you fly an extremely destructive aircraft over land and sea, exploding everything in your way. You have a variety of weapons at your disposal, and more than enough enemy units to pose a real challenge.



WHAT'S NEW: It's certainly fast, and slightly reminiscent of the Ocean/DID classic *EPIC*. The 3D is convincing enough, but until the palettes are sorted out, I can't comment on how good the game looks.

BEHIND THE SCENES: This is the first game from Croatian programmers CroTeam. If there's one thing Black Legend like doing, it's taking programming teams from remote locations and breaking them into the open.

FIRST IMPRESSIONS: It looks great! An easy to play simulation with almost no emphasis on realism and plenty of emphasis on death and destruction. Between this and Guardian, you'll never have to think about the things you kill again!



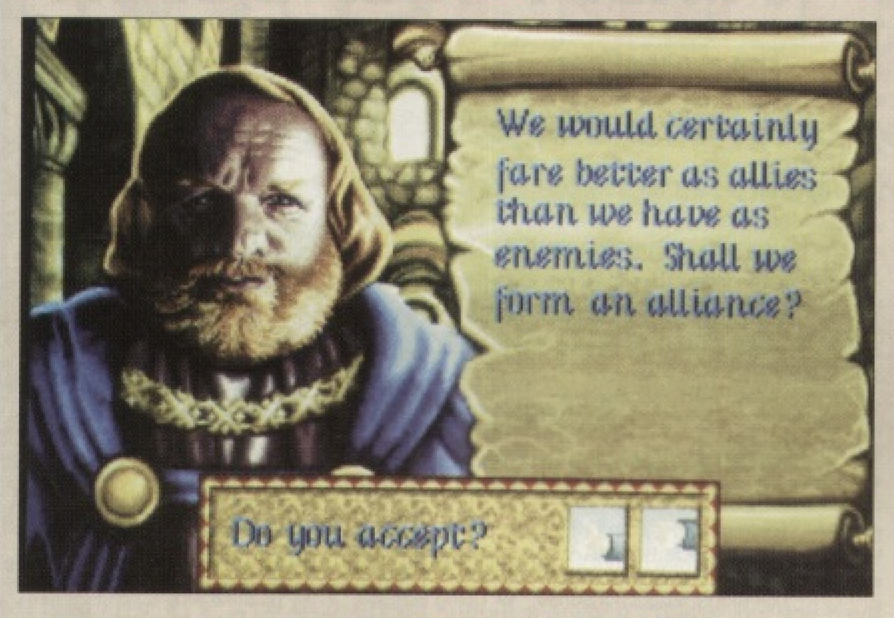
WHAT'S NEW: The way the game has been coded. The team responsible, Antares, have coded their own programming language – SECAL, which they claim is a hybrid of assembly and C, and actually runs as fast as assembly. What's more, this wonderful language will be available later in the year!

BEHIND THE SCENES: Antares are a new French company, who have spent their time so far revising and re-revising SECAL. *Space Chekers* is their first game.

FIRST IMPRESSIONS: It looks like it could be an involving strategy game. At the moment Black Legend are debating whether to release it on its own or drop it in a double pack, so we can't comment on the kind of value it will have, but we will have a full review next issue.

»

LORDS OF THE REALM





IMPRESSIONS

THE GAMEPLAY: It's a *Defender Of The Crown* style strategy game, where players have to slowly move across the counties of England, Scotland and Wales, taking land wherever they can with the aim of becoming King of all Great Britain. Obviously there are computer players all trying to do the same thing, so you're going to spend a lot of time defending the land you've already got before you can really start to spread yourself.

WHAT'S NEW: Impossible to say at this stage, although the inclusion of the first ever siege simulation looks like it could be interesting. If you find sitting outside a large building for days on end interesting, that is.

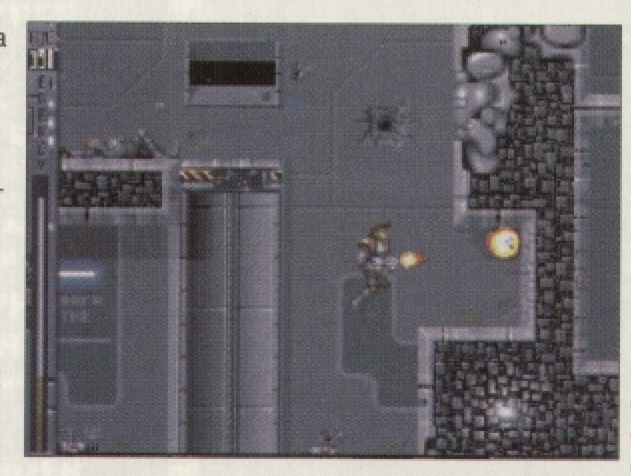
BEHIND THE SCENES: The game has been produced in house, but I can't see Edward Grabowski's name anywhere.

FIRST IMPRESSIONS: *Defender Of The Crown* has been ripe for an overhaul for quite some time now, so this could be one hell of a game. Modem play and turn-based multiple players adds a lot to the game, though it remains to be seen if the game will be worth playing.

HARD CORE

PSYGNOSIS

THE GAMEPLAY: It's a scrolling shoot 'em up. Run around the enormous complex levels, shooting everything you come across, hunting for the switch that will open the door at the end of the level. Millions of aliens and robots fly around the corridors firing at all times, and you've only got a limited supply of bullets. Help!



WHAT'S NEW: It's a scrolling shoot 'em up. What can you really expect in the way of new things? There'll be huge explosions, loads of death and gore and the whole thing will probably be hugely playable. If it isn't broken, don't fix it.

BEHIND THE SCENES: It's a scrolling shoot 'em up coded by Digital Illusions, firmly staking their place inside the Psygnosis team cuddle. This has been under development for quite a while, and as it has improved, the likelihood of an A500 version becomes more and more doubtful.

FIRST IMPRESSIONS: It's a scrolling shoot 'em up. A very playable one, nonetheless, but it's still a shoot em up that scrolls. We predict that when it is finished, people who like scrolling shoot em ups will want to play it. What more can we say?

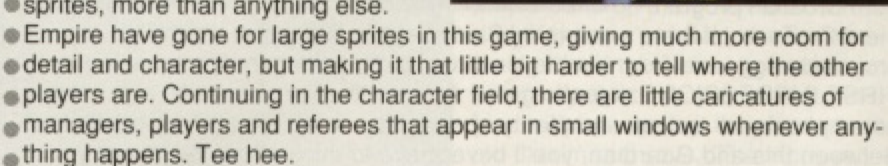
EMPIRE SOCCER

EMPIRE

THE GAMEPLAY: An arcade football game in the *Microprose Soccer/Kick Off* mould, this takes a top view, pushes it to one side slightly, and lets 22 digital players out onto the pitch.

Kick the ball around, score more goals than the opposition and then do jacuzzi impersonations in the bath afterward.

WHAT'S NEW: The size of the sprites, more than anything else.

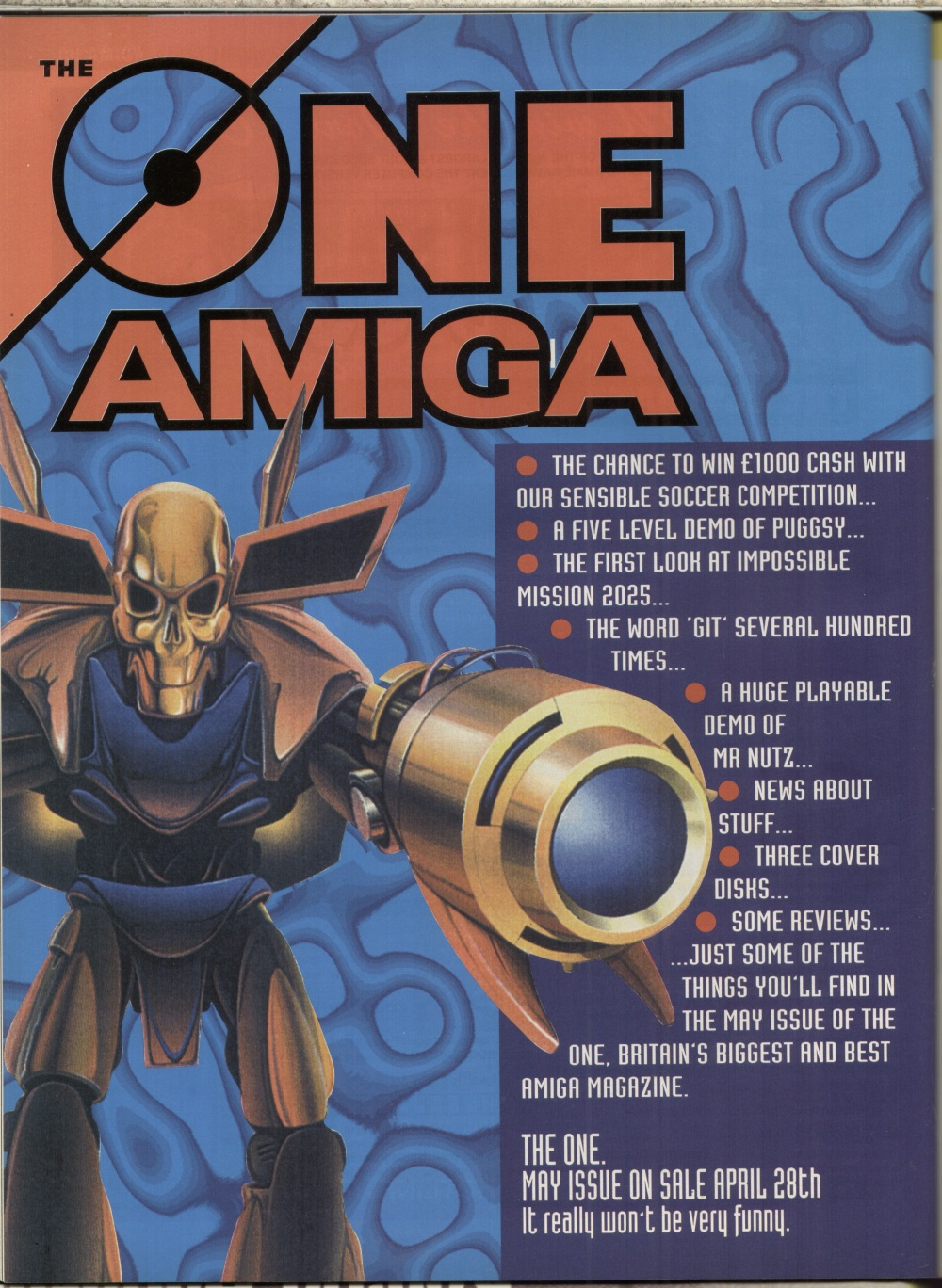


Empire have gone for large sprites in this game, giving much more room for detail and character, but making it that little bit harder to tell where the other players are. Continuing in the character field, there are little caricatures of managers, players and referees that appear in small windows whenever anything happens. Tee hee.

BEHIND THE SCENES: The whole thing has been coded in house. What more do you need to know?

FIRST IMPRESSIONS: The two-minute playable demo currently doing the rounds is a lot of fun. There are one or two playability niggles at the moment, such as the goalkeeper's ability to pick up the ball and run to the opposition's goal with it, but the thing looks great (even though the players do have buns on their heads) and the non-serious approach it takes makes it a breath of fresh air when placed alongside *World Cup* this, *USA 94* that and all the other serious football games that keep cropping up.




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It really won't be very funny.

Toby Simpson is currently beavering away on a follow up to *Diggers*. CU AMIGA gets the first look.

DIGGING DEEPER

Toby Simpson has spent the last six months developing a game that can only really be described as bigger and better than the world's first true CD32 game.

"It's difficult to describe it as a sequel because I wouldn't," begins Toby from his Millennium office. "I would describe it as another game that happens to operate in the same world as *Diggers*. A sequel would imply a logical progression from the original game, which this isn't. It's a completely new storyline."

WAY OUT MAN

Diggers had a fairly 'way out there' plot. For this game, Toby's gone even further, creating a complete history for the game environment and then selecting this chapter for the actual game.

"If you look at this game as being the present day, then the original *Diggers* game happened about a 120 years ago, and the business leading up to this game started about 2,000 years ago when the rather peaceful, scientific, friendly good guys were getting attacked quite violently by the Quarian Empire, the big ugly green guys in *Diggers*.

"The Flinards weren't aggressive at all, only defending themselves, and so started losing a lot of their land. So they sat down in their labs and decided to try and work out a system. They finally invented this thing called the Flinargian Machine, which, much to the astonishment of the warriors laying siege to their capital city, ripped the whole city up into twenty four large chunks of land, and floated them several thousand feet into the sky, nicely out of harm's way since the planet Zarg had not invented much in the way of flying machines at the this point. And that's where the Flinards stayed.

"Only recently, the Zarg Mineral Trading Authority, who effectively run the planet are beginning to get a bit upset about the rising cost of mining the planet, purely because all the jewels near the surface have been mined. Thus they have to mine further and further down. What they really want is one of these flinard machines, because then all they have to do is bring the ground up to them."

HARD LIFE

There lies the story. The upshot of all this is that you have to travel from planetoid to planetoid in a small prototype flying machine. Toby has, of course, built in some problems. "Life is made a little more difficult by the fact that fuel efficiency wasn't top of the priority list on this trading authority ship, and in fact one of the biggest problems you've got is that you can only really do one journey at a time, so you need to mine enough fuel to get you from land to land. On top of that you've got the added problem of people like the privateers, an alien race who just appear – they know you're there, it's public knowledge – and they know you're going to be mining jewels. They can't be bothered to do it themselves, so they appear, steal everything in sight,and then run off again."

WHAT DOES IT LOOK LIKE?

You have to agree that it certainly looks a lot better than *Diggers*. Some would say that Diggers looked a little flat and uninteresting, something Toby has taken to heart."From a display point of view, this is much, much more colourful. We have in excess of 300 colours on the main game screen at any given time. This game uses 256 colours for all its base graphics, and all the panels and stuff like that have their own palettes, plus the background sprites and the sky also have their own colours. Which looks quite pretty. All of the real graphics are being put in now, all of the animations and graphics for the shop are present, and it really looks nice. There's this two headed creature that works in the shop who looks really weird, twitching and swinging his head round – it's really good!"

BIG IS BEST

If you still aren't drooling with excitement, this will help.

"Let me tell you something about the size", enthuses Toby. "There are 24 levels, and each level has at least 70 full screens, so there are 1680 screens in the game, apart from the 25th level, the Flanargian Capital which is something really special. That is quite unique, as any players who get that far will discover.

"There are four different terrain types, which are very, very different. In the original *Diggers* game, there was a little difference in style between the terrain types, but perhaps not that much really. It just looked a bit different. In this game, they are dramatically different".

As far as I was concerned, the problem with *Diggers* was that it was aimless, something Toby is keen to rectify. "You have much more interaction with the map itself, because the primary aim of the game is no longer just to dig. Digging is a side thing, something you will have to engage in order to complete your actual mission which is to de-activate the machine and find enough fuel to carry on.

"With this in mind, the maps have been designed by placing the fuel and the machine at opposite ends, effectively forcing the player to go through certain areas, which means that we can spend a lot more time designing really beautiful maps that we know the player will see.

"One of the things we had in *Diggers* was that we designed some really stunning maps which players never saw because they learnt they could walk onto the screen, do a bit of digging, and then move onto the next level, which potentially got a bit repetitive. The player wasn't seeing all the things we'd laid out, because they didn't maybe need to."

It's sounding good so far but is still a few months off completion. You'll just have to shoulder your spade and wait. CU

***Robinson's Requiem* is almost upon us, and Tony Dillon takes a little time out with French coders Silmarils to discover exactly why the game looks so special.**



LOOK AT IT THIS WAY



Variety is the spice of life, as they say, and it's games like *Robinson's Requiem* that really set the reviewer's heart pounding. If you haven't read anything about it, you won't know that it's a survival simulation ie you are dumped on an island with very little resources and you have to survive the rigours of the wild until someone comes and rescues you.

Robinson's Requiem is a marked step away from the *Ishar* series of games that Silmarils are so well known for, it is one of a new kind of game – a game that isn't so much fun to play, but is a lot more involving than most others.

"Robinson's Requiem is set in a 3D universe, in real time," explains Silmarils' Louis Marie .

"Scenery is displayed using a technique similar to Voxel technology (such as that found in *Comanche Maximum Overkill*). Here, the images are created within the computer's chip memory in real time, as opposed to being preprogrammed graphic images. Backgrounds are generated depending entirely on the player's point of view"

ZUT

If you've ever seen *Comanche*, you'll know that phrases like 'photorealistic' are the order of the day.

"Silmarils have improved on this technique greatly to create an unusual feeling of realism. The scenery includes mapped textures and has been calculated using interpolation of altitudes. The startling effect of this is that, for instance, the grass on the ground looks different from the player's point of view, depending on whether you are close to the ground, or higher up.

"Lighting and shading are calculated according to distance, all of which enables the computer to display with remarkable detail and realism the relief of the landscape and the features in it."

ALORS

Surely it can't all be generated in real time, can it? The A1200 just doesn't have the processing power.

"The sprites in the scenery (ie, trees, bushes, objects etc) have been created using 3D Studio in synthesis images. They are truly 3D, since they have been precalculated at every angle of vision. They are displayed by the computer according to the angle of vision of the player and zoomed according to their depth in the image.

"The enemies in *Robinson*'s are awesome. They are not only ray traced, and calculated in 3D synthesis, but are also animated in 3D from all angles of vision," says Louis.

Still screenshots are never going to be able to show just how impressive looking this game is. There are many that have said that the bitmap image has had its day, and that *Ishar 2* is as far as that look can go. They might be right, which would explain the step towards more advanced imaging systems.

"All of these techniques are markedly different from the graphics used in *Ishar 3*. In the Ishar series the scenery is bit mapped. The effect here is very different. The textures and colours are very rich, but there is no relief texture mapping or shading. (A new feature in *Ishar 3* will be the scanned photographic images for the characters in the game)," replies Louis.



Sacre blue – what is that!

The closing question has to be: where is all this visual jiggery pokery leading? Louis concludes: "We have moved ahead in technology with *Robinson*'s because that is the direction in which Silmarils is going. We are designing games for more powerful hardware, and stretching the technology to its limits. Future RPG's from Silmarils will benefit from the techniques employed in *Robinson's*. We will continue to design for more powerful hardware such as 486, 3DO, CD32 and Jaguar"

We'll have a full review of *Robinson's Requiem* very soon. CU

What do you get if you add all the football management games in the world together, and then strip out the rubbish. *Club Football – The Manager* apparently.



CLUB TOGETHER

Oi, Oi what,a lively line up. Although the one in the middle looks like he is nodding off to sleep.

Football fans are about to undergo a landslide of Amiga games. Everyone under the sun, and I do mean everyone, is developing something to do with those 90-minute kickabouts. Some are doing the more standard form of arcade soccer (*Sensible Soccer*, basically), while others are trying their hands at something more cerebral. Imagine Home Entertainment, a new division of the well-known home entertainment company, are most definitely in the latter, bringing development team Teque and marketing team The Software Business along for the ride.

WE HAD JOY

Club Football - The Manager, as their first planned release is called, looks set to go completely against the grain of previous football management games, as game designer Keith Wadham is keen to point out. "Essentially, the problem has always been that with football management games, the person with the most money wins. If you can afford to buy the most expensive teams, then you can walk every match. Real life just isn't like that – some of the best players in the league started in the bottom divisions."

To get around this problem, Keith has come up with a secret little player statistic that tells the game, but not the player, just how intelligent your latest signing is, alongside all the other statistics such as passing, dribbling and so on. This is probably the most effective stat in the game, as it will make the difference between an average player and a great one, ie, one who merely does what they're told to and a player who uses real initiative. The intelligence also defines how quickly players can be trained and how effective all their other skills are. Just because a player has a shooting ability of 90, that doesn't mean that they'll be any better than a player with a shooting ability of 50. It's the intelligence factor that makes the player look for the goalkeeper's weakest spot.





The stadium – where it all happens.

WE HAD FUN

Another area of the game that has been heavily worked on is the tactics side of things – a side that has generally been sorely neglected in the past. Usually, all the player has to say as far as tactics go is the formation the team play in.

Club Football - The Manager goes much, much further. Each player is assigned a 'footprint', the area they effectively play in. This, linked with their intelligence helps you subtly alter the way your team plays. A player with limited intelligence will stand on the spot, whereas a player with brains will move around and form part of the attack, while staying in their designated zone. The trick to winning is to collect a team that gels together properly. There's no point having a team that cost you millions if you can't get them to co-ordinate.

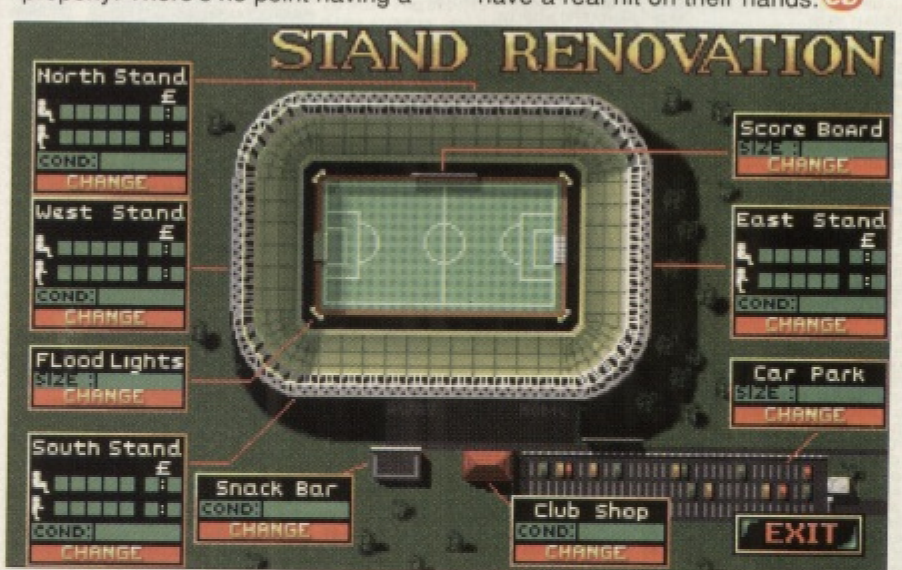
WE HAD...

Players of games like *Premier Manager* might be a little worried at this point. Most football management sims are biased quite heavily toward the business side of things, giving you a double role as manager and accountant, and yet I've made no mention of finances at all so far. Don't run away crying, you will be able to juggle figures if you want, but it doesn't make or break the team.

All the variables will be set in a neutral way – you'll make money, but you won't make millions, and if you like you can leave them to run on automatic. You can take on the business end of the game if you want, and you can conceivably put yourself in a far better position, but you don't actually have to.

At the moment the game is about a month from completion, and already we're very impressed with what we've seen.

If this game ends up playing as well as it sounds, then Imagine will have a real hit on their hands. CU



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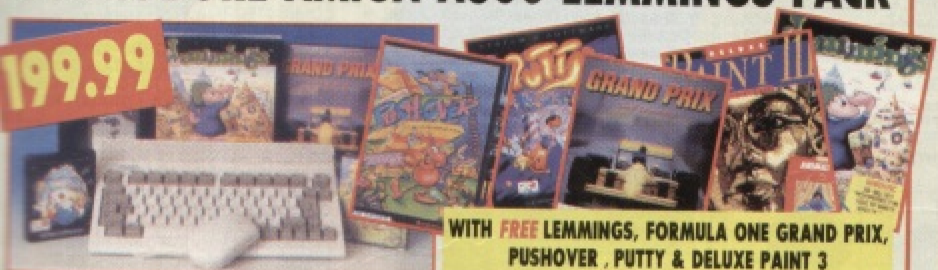
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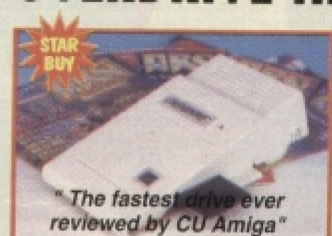


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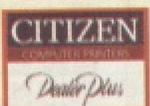
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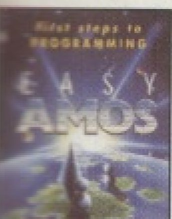
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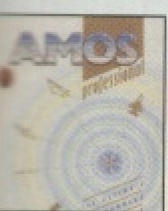
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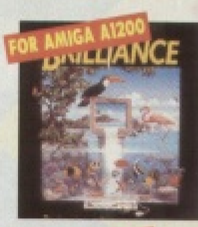


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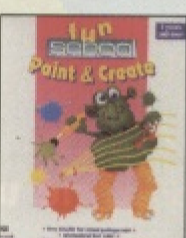


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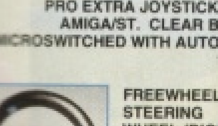
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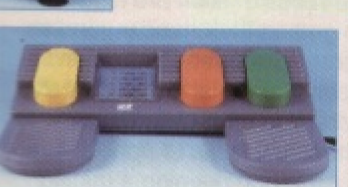
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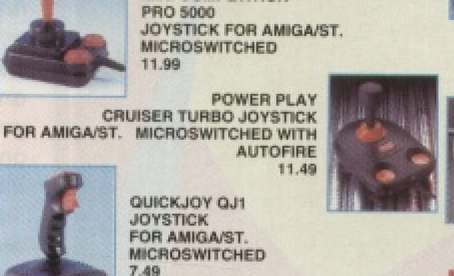
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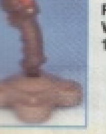
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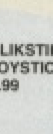
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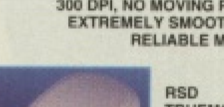


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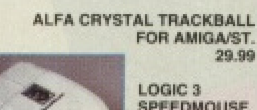


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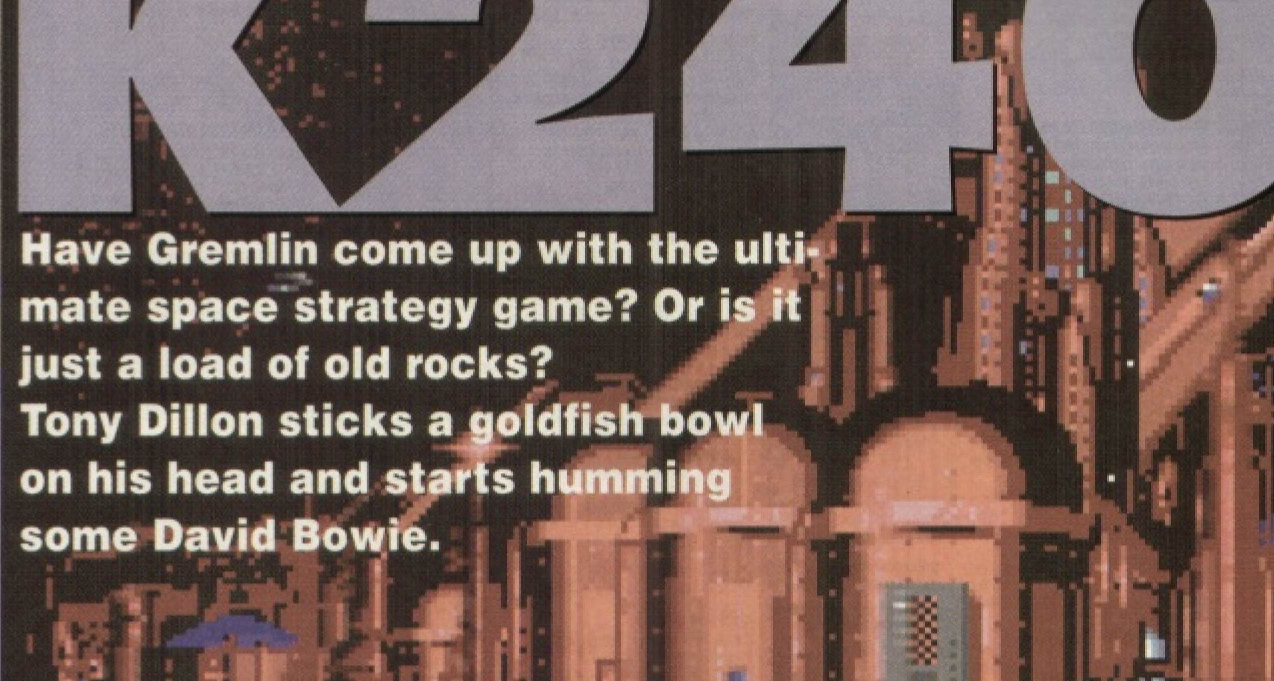
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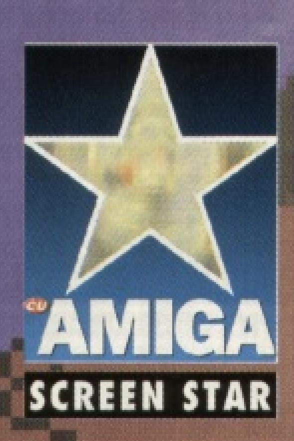
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K240



Have Gremlin come up with the ultimate space strategy game? Or is it just a load of old rocks? Tony Dillon sticks a goldfish bowl on his head and starts humming some David Bowie.



If you sat down and spent some time with our exclusive playable demo on the March 94 issue of CU AMIGA you'll already know what a great game K240 is, you haven't even seen the half of it yet! *K240*, otherwise known as *Utopia 2*, is a massive game, and one that will keep you playing for months. But what am I doing telling you to go out and buy it, I haven't even told you what it is yet!

TIGHTEN YOUR BELT

Sector K240 is an uncharted asteroid belt out in deep space, where huge chunks of rock rich in ores move slowly through the cosmos. It's these ores that have attracted you to the belt, where you hope to colonise these mini-planetoids, mine them for all they're worth and sell the lot for a whacking great pile of cash. Oh, life can be so carefree sometimes.

Except things are never that easy in real life. What? You weren't naive and egocentric enough to imagine that humans are the only race in the galaxy who would have a use for these precious ores? Six completely separate races of alien are also interested in getting their hand in, and as usual, aren't prepared to sit down and discuss territorial rights. Just this simple premise alone leaves you with quite a few tasks to uphold, namely: start and develop a mining colony, explore a massive region of space for asteroids and alien presence and win a war against the alien you eventually discover. It's a lot for one man to do, so you're going to have your work cut out.

You start the game with one asteroid, with only one building on it and a modest amount of cash. The first thing you have to do is get your mining colony up and running. For this you have to ensure you have



A fully working asteroid, complete with all the environmental control buildings you need to keep your people alive.

STAND STILL FOR A MOMENT

In sector K240, things never stop moving. The asteroids you colonise are constantly drifting, and if you buy an Asteroid Scanner, you can track the movements of these huge chunks of stone. Remember, the sector only has a finite amount of room, and these things do take up considerable space so it's quite easy for them to collide. Gravity Nullifiers placed on each asteroid will repel others, keeping them safe, but for complete luxury, you can't beat an asteroid engine, which lets you steer your home to a safer location. Isn't it amazing what they can think of?





The more asteroids you discover, the more ores you can mine.



enough in the way of housing and food for all the colonists who are going to live on your bit of rock, as well as making sure that radiation is kept to a safe level, there is enough power to keep all the buildings running, you have adequate medical and police operations running and, of course, that you have some mines actually collecting the ores. Once you have that out of the way, you can start looking at the rest of space.

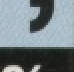
Switching to a view of the entire belt, from the outset all you can see is a large grey screen with a black circle and a spinning asteroid in the middle of the circle. When I told you it was uncharted, I wasn't joking. The asteroid on screen is yours, and therefore the only one you know actually exists in the belt. The black circle is as far as your sensors reach, and any asteroids that might drift into that belt will be given a name and displayed. Somewhere out in that inky blackness is an alien, who is trying to do exactly the same thing as you, and all you need to do eventually is locate it.

MORE THAN THE EYE CAN SEE

Combat plays quite a major role in the game, and as a result you're going to spend quite a long time just building weapons and getting them ready for battle. There are various different ways you can attack the opposition, from just firing a few missiles at their asteroid to going in for a full strike with a fleet of heavily armed ships. The sheer volume of aggressive weaponry in this game has to be seen – there are dozens of different ships, from small scout ships which go out and explore empty areas of space and record their findings to huge battlecruisers with tens of gun emplacements and everything in between. But ships take quite a long time to cover the vast tracts of the void, and a well aimed volley of missiles can sometimes do the job so much better.

Again, you have a massive choice of missiles, provided you have the funds and the raw materials to build them. There are everything from small explosives to napalm and nuclear warheads right up to my personal favourite, a vortex missile, which creates a bolt of lightning that wanders around the asteroid for a limited time wiping out everything it touches.

With all this going on, you would expect *K240* to be very tricky to actually play. Your assumption couldn't be further from the truth. A small series of icon banks, brought into being with the right mouse button, control everything in the game, and these are laid out in a logical way, and drawn in a way that makes them easily recognisable. In short, you don't really need to read the manual to get a lot from the game, just a little logical thinking. For example, if it seems to you that you need to do some deep bore mining to really get to the good stuff in your asteroid, simply look for the build icon, which resembles a building being built, and then select the deep bore mine. Want to build a ship? Go to the spacecraft icon, and then select build. What could be easier than that? To make life even easier, clicking and holding with the left mouse button on an icon 'extracts' it from the menu bank it's in, and places it out on the main display, making it much easier to find the next time you want to use it.

As I said right at the start, *K240* is a huge game. There is a lot you won't get the first few times you play it, and thanks to the unexpected events (see panel), the game will be constantly throwing new things at you for months. Play it for an hour, and you might as well kiss goodbye to half the year. A splendid sequel. 



When it comes to building on smaller asteroids, map mode makes it so much easier.



Who said aliens were humainoid with large eyes? They obviously hadn't met this selfish bunch.

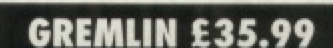
DON'T GET EX-SCITEK

A dreadful pun, I know, but a good way to introduce you to the concept of a growing game. When you begin, you have a full inventory of possible buildings and tools with which to create your little world. Thanks to Sci-Tek, a sort of interplanetary Argos, you can increase your range. It costs a fair bit of cash, of course, but if you can afford it you can buy better mines, shields for your buildings, asteroid engines, asteroid trackers and enhanced sensors. Plus a whole selection of gifts for him and her, golf clubs and amusing alarm clocks.

EXPECT THE UNEXPECTED

Space is a fairly large thing, and anything can happen. In this game, anything does happen, so just to make life a little harder, occasionally strange phenomenon will occur to completely knacker your game. A solar flare might occur, for example, which increases the radiation hitting your asteroids. Or a comet might come streaking through the sector, smashing craft and asteroids to smithereens. It isn't all bad, though. You might suddenly discover that the asteroid you had mined dry had suddenly shown to have even more ore on a lower strata, or the federation might supply you with back up ships for no reason at all. You know what to expect...

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RELEASE DATE:	MARCH
GENRE:	STRATEGY
TEAM:	IN HOUSE
CONTROLS:	MOUSE
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	82%
SOUND	71%
LASTABILITY	64%
PLAYABILITY	79%

'A brilliant stategy game.'

OVERALL 91%

HEIMD

Polish your shield and sharpen your swords, Matt Broughton's here to kick in the hoards! Hurrah!

My Nan always used to say: "Don't mess with Gods". Often we would sit over a hot cup of tea (she never found furniture comfortable during her later years) and ponder the mysteries of the universe.

"Annoying a God will result in being instantly expelled from existence" she would say. "At worst, they'll rip off your arms and legs and condemn your useless torso to an eternity watching Neighbours in a small room just outside of Catford. Without any toilet facilities." Nasty.

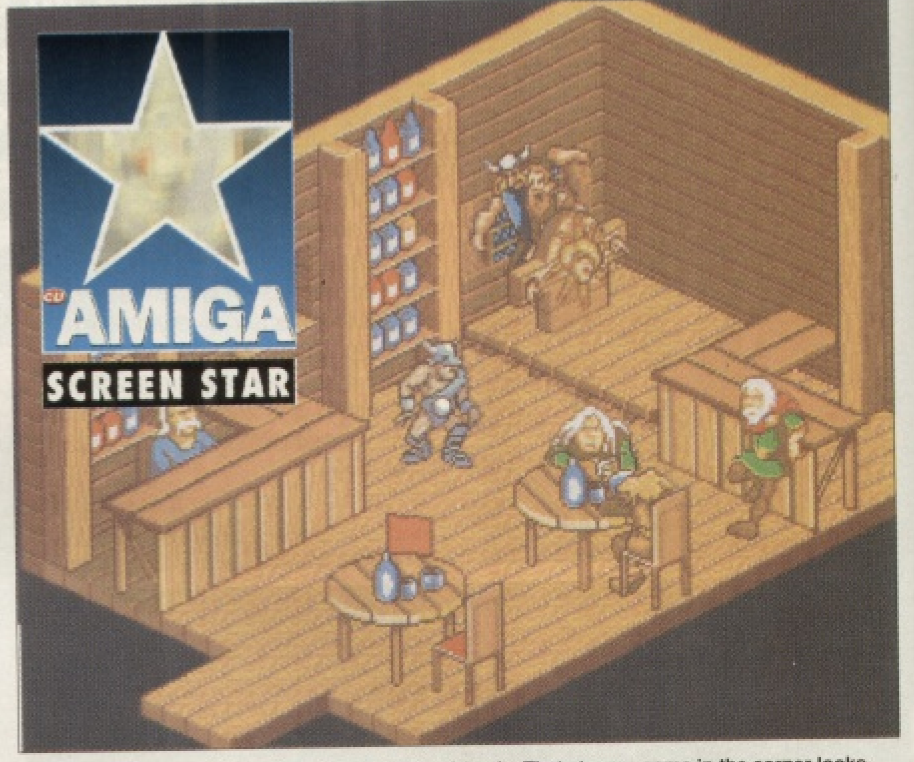
Of course some people never listen, and some people never learn. Take this Heimdall fellow for instance. Anyone lucky enough to go up against Loki, the God of mischief, and come out in one piece deserves a wreath and a hearty handshake. Anyone who then goes up against that God again however, deserves to have his arms and legs removed etc. etc.

Well, Heimdall is just such a chap. Not happy with his success a few years ago, he has once again entered the isometric arena in search of thrills.

GODLESS

The original *Heimdall* was well-received by most of the gamesplaying world. It's probably remembered best for its rather tasteless 'throw the axe at the girl with pig-tails' sub-game more than anything else. Nevertheless, *Heimdall* was a best selling, heroic quest through numerous lands to find a number of ancient and powerful objects while taking on gangs of nasty monsters.

Heimdall 2 is, not surprisingly, more of the same but with improved features and presentation, offering a number of quests within quests, and an improved control system. Most tasks are based upon the age-old format of delivering the correct object to the correct character, thus inheriting another object which is given to someone else who, in turn gives you something... and so on and on and on.



This looks like a good place to make some new friends. That strange game in the corner looks familiar though. Anyone got a spare axe?

Heimdall 2 has some smashing graphics to keep you feeling perky, not to mention just the right amount of arcade and puzzle extras, making it an exciting and absorbing game to play. There are many obstacles which you must pass to succeed, like pillars of flame which spout upwards in set time sequences. Theseneed to be studied and negotiated with skill and perseverance.

Arcade action comes in the form of numerous baddies just begging to be run through with a large pointy stick, or better still, shot from a distance with your trusty bow and arrow. There are also plenty of objects to collect and exchange, while conversing with numerous non-hostile characters who give you handy hints on which object to pick up next.

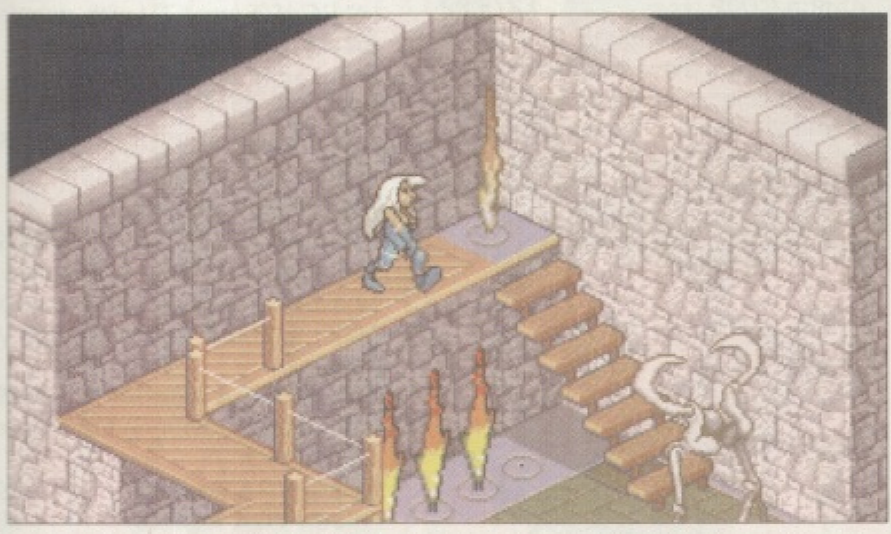
OVER TO YOU

Heimdall was on his own in the original game, but Core have taken pity on him in this version and he is now



The lands of *Heimdall* are pretty impressive in size, so don't be surprised if you need a little bit of extra transport along the way. 'Elephant and Castle please.'

ALL 2


I can't change this puzzle, but I can change my bottom to a flame grilled bottom. You've got it! (Hold the mayo.)

accompanied by a Valkyrie called Ursha. Unfortunately Ursha is somewhat lacking in the magic department, but she more makes up for this in the combat stakes. Heimdall and Ursha never appear on-screen at the same time, but you can switch characters at any point with the click of a mouse button.

For the most part, *Heimdall* is controlled in standard isometric fashion, using the joystick to move and the fire button to use your weapons. Should you want to access your inventory at any time, the mouse comes into action, clicking between characters and manipulating objects to and from each one. The inventory is split into a number of specific 'pockets'; one for held weapons (sword, axe etc.), one for thrown weapons (bow, knife etc.) and three more covering holy artifacts, amulets and objects held. Anything that you want to move into the 'real world' must be transferred into the 'objects held' hand – then it's back to joystick juggling again whatever said object is. Phew!

It's all a lot easier to operate than it is to describe, but suffice to say that after a few minutes of play you'll never be left unsure of how to perform any of your actions.


If seems that facial foliage features prominently in the local hierarchy, to the point where you can't be a king unless you've got a silly white beard (see left also). Oh well, best start growing one now then really.

QUEST? WHAT QUEST?

You've heard me talking about quests within quests, but what exactly are they? Let me give you a walk-through example from one quest.

You appear in a location, only to find a huge pile of bodies left after a major battle. On closer inspection, you realise that there is one survivor.

Unfortunately, halfway through your conversation he dies (just like 'interesting chats' with Tony Dillon). Bad as this may seem, it's not actually a problem for Heimybaby because he knows how to use a portal into the half world and communicate with the dead.

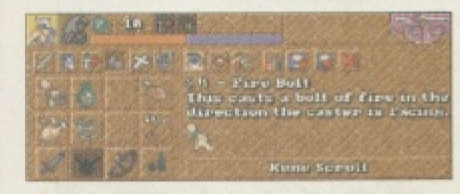
One spooky conversation later, you're left with the family crested suit of armour and a message for the king regarding possible allies encountered during the battle. Back in the real world and wearing the new armour, you take the message to the king, who in return gives you a scroll which will get you out of trouble with any other kings you run into. And, lo and behold, guess what happens next! It's like a never-ending chain letter.

COULD IT BE MAGIC?

Magic features throughout the game in the form of Rune stones, which can be arranged in a number of different formulae to create different effects.

As you travel through the game, scrolls can be collected and examined, each giving the recipe for a different spell. These can be collected in weekly instalments to form a comprehensive guide to magic in the modern world.

Whether you're looking for fireballs, poison or healing, you'll find them all here – free binder with issue one *(could you stop talking rubbish please – Ed.)*



Never be without your inventory. If object manipulation's your game, all the thrills and spills are waiting for you here.

Heimdall 2 really has to played to be fully appreciated. I could go on forever about it but I won't. Suffice to say there's enough here to keep you going for quite a while. Couple that with stonkingly good presentation and you've got something well worth taking home and introducing to your parents.



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RELEASE DATE:	APRIL
GENRE:	ARCADE/ADVENTURE
TEAM:	8TH DAY
CONTROLS:	JOYSTICK, MOUSE
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	NO
MEMORY:	1Mb

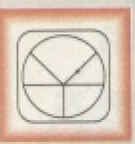
GRAPHICS	89%
SOUND	83%
LASTABILITY	89%
PLAYABILITY	88%

'About as good as you'll get in this genre right now.'



OVERALL 90%

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Another graphic adventure enters the CU AMIGA office from an unusual source. Stephen Enstone discovers whether it has anything new to offer or whether it's just the same as all the rest.

Don't talk about Tony Dillon like that! He might get mad, don his birthday beard and start singing 'Release Me'.

INNOCENT UNTIL CAUGHT

The Interstellar Revenue Decimation Service IRDS (the tax men) have got in it in for Jack T.Ladd, small time smuggler and contraband dealer. They want loads of money within the next 28 days or else they are going to do something very nasty to him. In order to earn enough cash to pay off this debt he must beg, borrow, swop, steal – basically anything legal or illegal that doesn't involve manual labour.

Exciting plot isn't it? What really amazes me is that they managed to stretch it out to fill 31 pages in the manual. Creative writing or what?

YOU'LL NEVER TAKE ME ALIVE COPPER

You control Jack using a series of icons on the base of the screen. There are six basic controls: take, use, move, look, scan and talk. All fairly obvious. An interesting option is the speed setting, which allows you to set how long speech stays on screen.

There is a map in the bottom left-hand corner of the screen which guides you around the three planets and Cloud City. However, because it only shows you Jack's immediate surroundings, for example the room he is in, it is really only useful if you need to get to the nearest entrance or exit in a hurry, achieved by clicking on arrows that are on the map.

There is a inventory area which shows all the gear you are carrying and you can pick up and use objects from this window. You can also place objects in Jack's pocket which means that a lot of kit can be carried. Some items need to be combined to be used and this is done in the Inventory panel. There is also a status window where you can see just how well you are doing in your quest for wealth.

At the beginning you simply have to acquire objects and swop them for others, increasing value each time. Later on things get more complicated when objects have to be combined. The first rule of thumb when playing Jack T. Ladd is to steal first and think later. Scruples get you nowhere.

IT'S A FAIR COP

Generally, the background graphics are good in *Innocent Until Caught* but you expect this from graphic adventures these days. Jack T. Ladd himself is nothing special. The animation is good on his character, but it is spoiled by a slow update that is frustrating when you try to pick up an object. Jack's hand tries grabbing at the object to pick it up, but he seems like he just does not want to.

Your enjoyment of the game will, to a certain extent, depend on your appreciation of its humour. This is wry and rather sarcastic, and, dare I say, quite sexist. I know that it won't suit everyone.

Innocent Until Caught suffers, to a certain extent, from being produced by a company that is much better known for its arcade and platform games than its adventures. Yes, there are some inventive features and interesting, even funny situations, but the game seems to lack a hook, something exciting that'll keep you up until the small hours playing it. Pity.

GUILTY WITHOUT A DOUBT

Innocent Until Caught is an okay game. It can be taxing and is spiced up with the occasional funny joke (however, after a while these become annoying and a bit repetitive). Overall, there is nothing new to excite the apprentice adventurer and there isn't a lot of challenge for the experienced one either.

If you are running it from the floppy drive you'd better get used to disk swopping because at the beginning there is at least 10 disk swops during and after the intro. Luckily, while playing this is kept to a minimum.

Innocent Until Caught has some unusual characters, a smattering of love interest and some complex puzzles. But is that enough?

Where can a man get a decent drink around here?



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RELEASE DATE:	NOW
GENRE:	ADVENTURE
TEAM:	IN HOUSE
CONTROLS:	MOUSE, KEYBOARD
NUMBER OF DISKS:	10
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

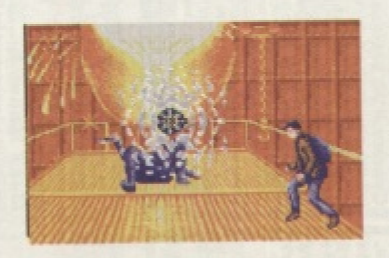
GRAPHICS	84%
SOUND	68%
LASTABILITY	80%
PLAYABILITY	76%

"Enjoyable, but could have been better."

OVERALL 78%

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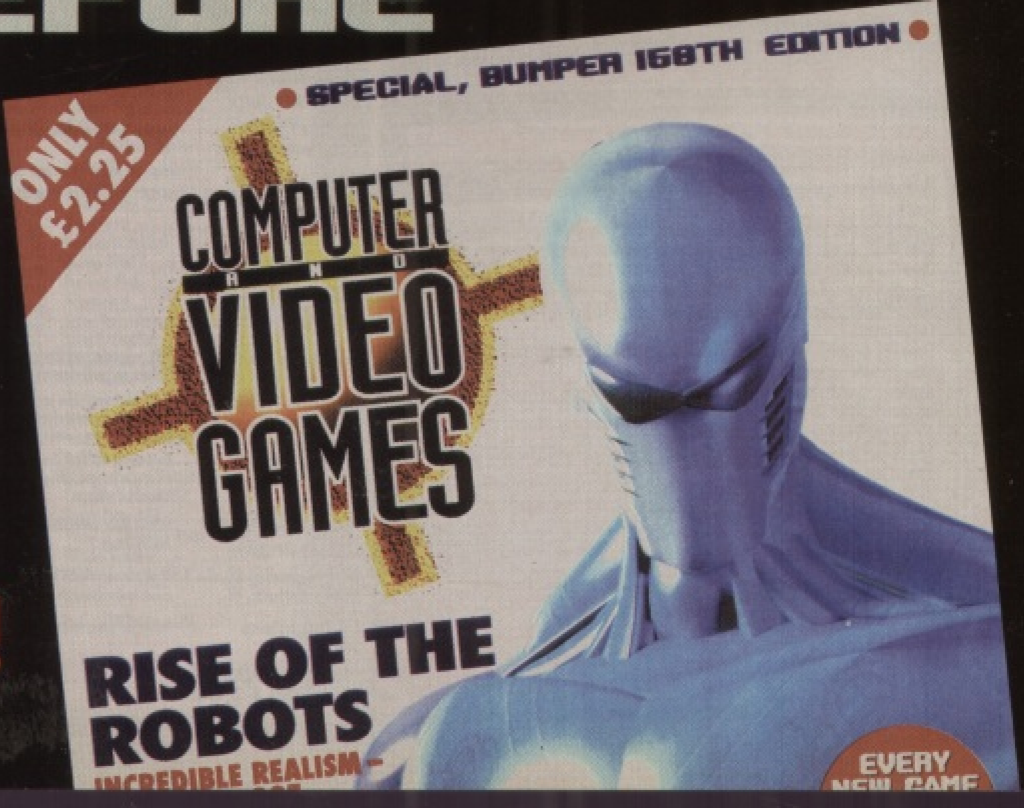


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superb reviews
Arnie
AWARD WINNERS
Space Ace, Kick Off, PipeMania
(counts as 2)

‡ PARTICULARLY SUITA CHILDREN (MAY NEED @ NOT A1200 COMPA TITLES MAY VAR

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HEAD OVER HEELS!

You'll be over the moon with our exciting Software Business table soccer competition, Terry.



Soccer fever is running at an all time high this month, as various software houses gear up for the World Cup. The Software Business are preparing to unleash Imagine's superb *Club Football -The Manager* onto the public, and by the look of it so far, it's going to be a monster. In it, as usual, you use your management skills to take a team to the top of the Premier division. All the regular hurdles are thrown in to stop you, but unusually, time is also against you – you must retire when you clock up 55 years. You're not getting any younger you know!

To celebrate the release, TSB (the softco, not the bank) have happily provided us with a complete electronic table soccer game, worth £700. This is not an imitation of the real thing... it is the real thing, complete with sliding rods, score counters, a floodlit pitch and everything else you would expect. There are also three copies of *Club Football - The Manager* to be won.

So the question on your lips, as always, is what do you have to do? Just answer this one extremely easy question, and the table could be yours.

How many handles are there on a table soccer game?

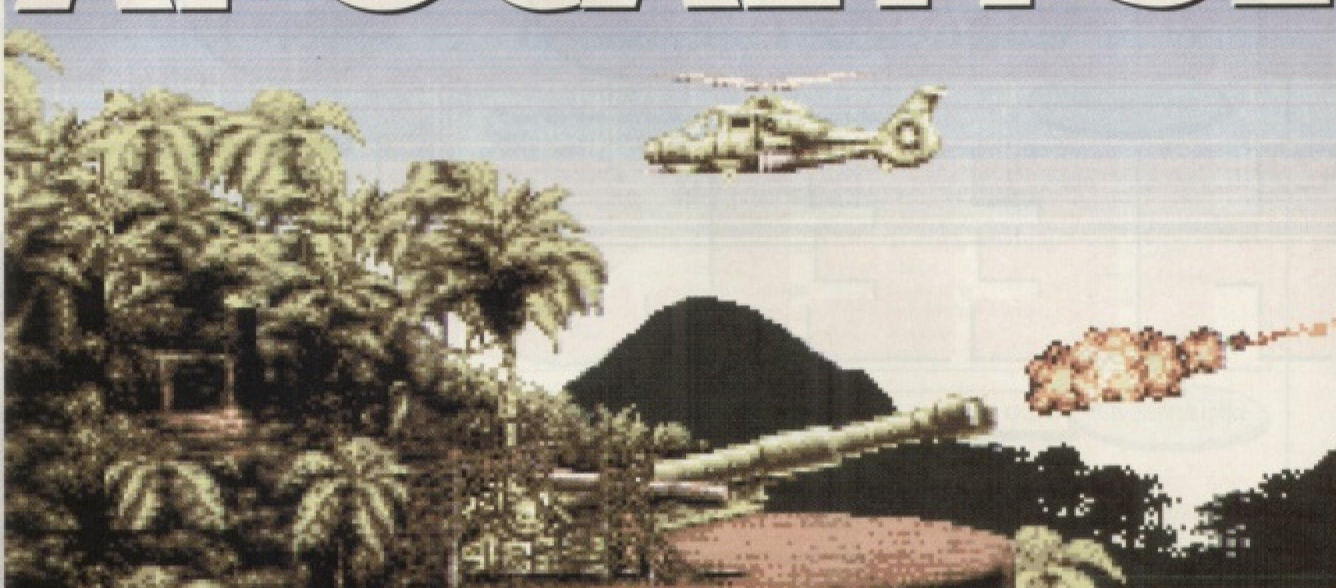
Got that? Just scribble it down on the back of a postcard and send it to: Table A Motion, CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

RULES AND CONDITIONS

1. This competition is not open to employees of EMAP or The Software Business.
2. Closing date is 31st May ,1994. So don't bother sending them any later.
3. The editor's decision is final. Stubborn isn't he?
4. No correspondence will be entered into.
5. Multiple entries are not allowed. We log all entries, so it doesn't matter how much you disguise your handwriting.

APOCALYPSE

After months of hanging in mid-air, Virgin's big chopper is ready to land. Tony Dillon can do a good impersonation of a helicopter by swinging his hair about, so...



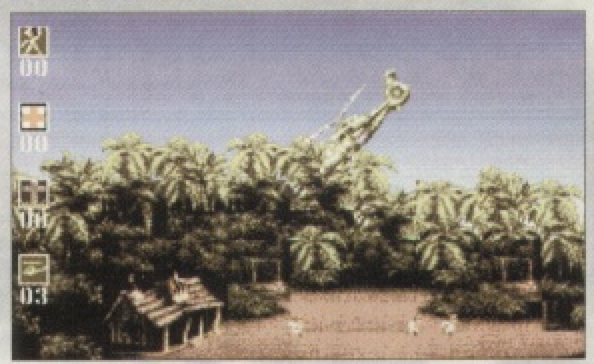
This howitzer causes the kind of problems you can really do without.

At last, it's here. The one we've all been waiting for. Virgin's *Apocalypse* is now a year late, and many of you have probably forgotten the highly-playable *Choplifter* clone that featured on our coverdisk all those months ago. Quite why it is so late is anyone's guess, but let's forget the history, here's the present.

The plot is a standard tale of ruthless dictators, violent warzones and one man armies that used to feature so highly in the arcade machines of yesteryear. You go out into enemy airspace in your slightly-armed 'copter, and take on the whole of the opposing army, rescuing POWs and doing all the other heroic things you are normally expected to in these situations. There's a familiarity about this sort of game that always drags me back to the days when I would shamelessly shovel my pennies into gloriously-painted cabinets in the arcade halls.

WAR – WHAT IS IT...

However, there is one major difference between the good old games and this – *Choplifter*, and its many incarnations, were playable, exciting and most of all fair. You always had a chance to beat the enemy, no matter how slight, and the game was always a test of your reactions and skill – not luck. You see, it doesn't matter how fast you can switch directions on the joystick, the only way to finish the first level of *Apocalypse* game is by pure luck.



Destroying the huts dotted around releases the POWs.



Occasionally, men can get wounded, at which point it's time to call in the medic!

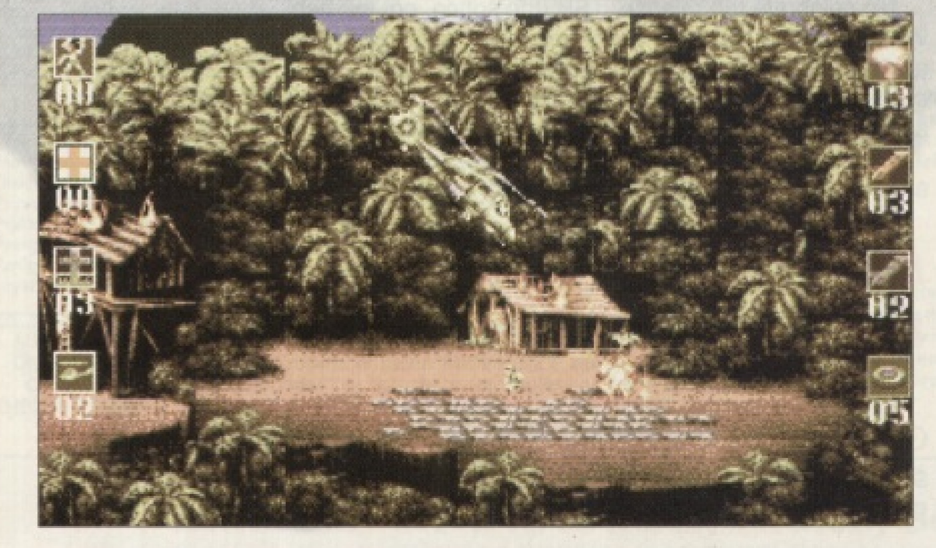
GOOD FOR?

To explain: You begin on the right-hand side of the map, overlooking the glorious jungle. On the far left of the map, which, incidentally, is about eight screens long, is a howitzer, which fires very large and very fast shells in your general direction.

Unfortunately, you can't see it firing until you're right up next to it, which means that at any point a shell can come screaming in from off the screen and knock you out of the sky, or even more infuriating, destroy while you are actually sitting on your landing pad. Sure, you can destroy the Howitzer, but you've got to get to it first. In three games I wasted a total of five lives (and you only get three to start with!) just flying from the right to the left with the aim of knocking the gun out, usually only to be destroyed the moment I start climbing up into the air.

The controls on *Apocalypse* are easy enough – push in a direction to move that way, and press fire to fire your cannons. It's a shame they couldn't a bit more responsive, or the chopper could react a little faster, because that half a second pause between pushing up to take off and actually taking off means that nine times out of ten the enemy helicopter you're trying to avoid will have reached you.

It looks good, though, I'll give it that. With just 32 colours, VIE have managed to come out with a superb-looking game. The helicopter is smoothly and convincingly animated, and everything is clean and recognisable. The scrolling's a bit gammy, but you can't have everything can you?



Enemy soldiers no problem, just strafe them with your cannon.

ABSOLUTELY

This might sound like a really tough game, but I've only described the first level. Level two has armed guards in towers who can shoot you out of the sky before they've come anywhere near being on screen, tanks that only need to shoot you twice before you come crashing out of the sky and helicopters that come up behind you and blow you apart with machine guns.

NOTHING

I like a challenge but this is nothing but unplayable and frustrating. Anyone who has ever played football with deflated ball will appreciate how I feel about *Apocalypse*. It's slow, hard and you can barely get the thing into the air. I was hoping for a lot but despite its undoubted good looks it's a bit of an empty shell.

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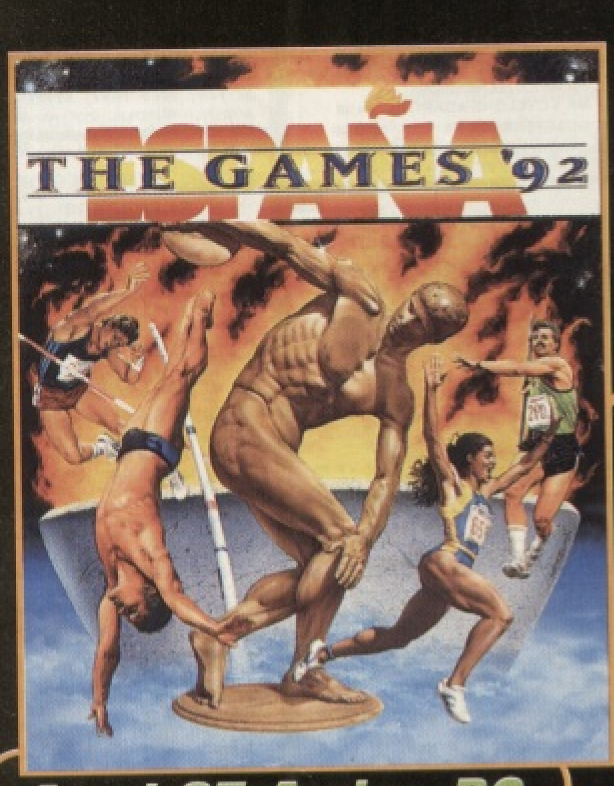
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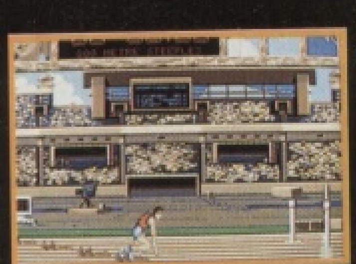
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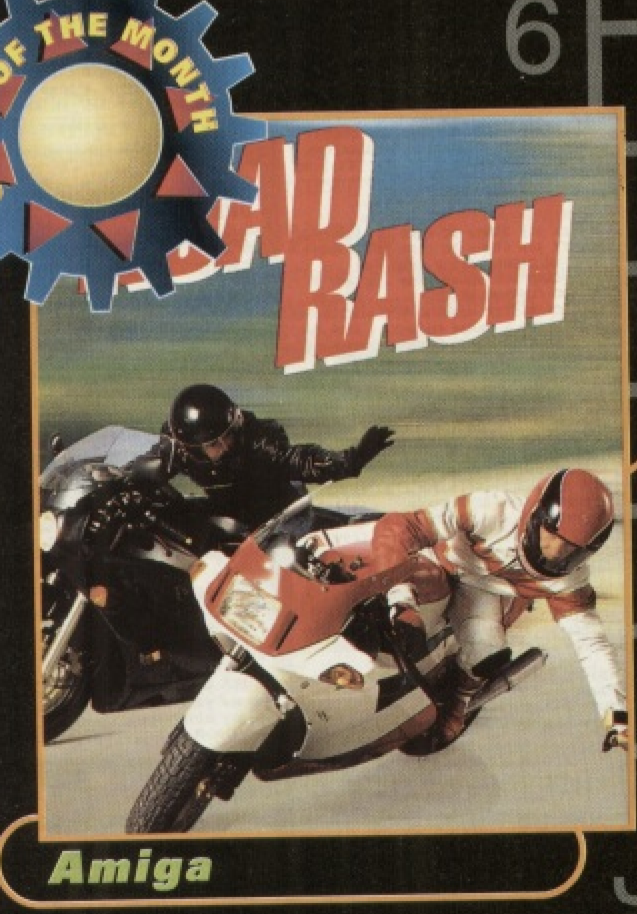




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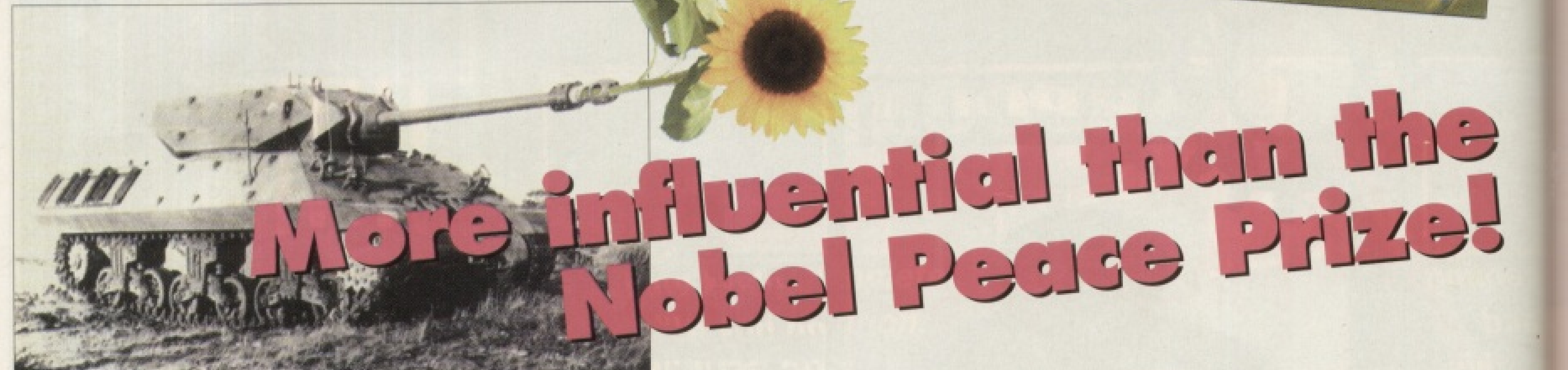
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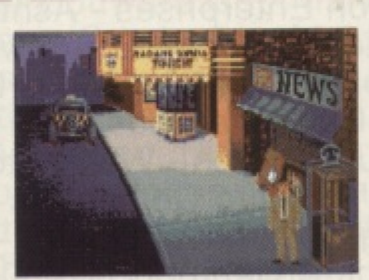
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Left: *Beneath a Steel Sky.*

Right: *Frontier: Elite 2.* Both of these brilliant games must surely be in the running for the top prizes.



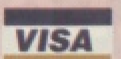
Left: *Indy and the Fate of Atlantis* - last year's Best Licenced Game.

Right: *Sensible Soccer.* As expected, last year's Game of the Year.



EPIC

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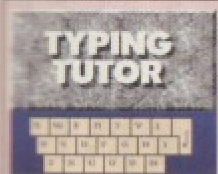








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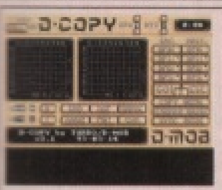


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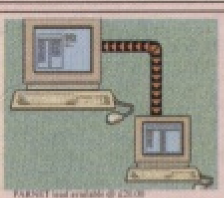
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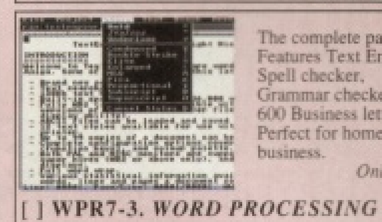
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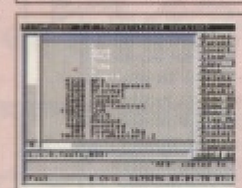
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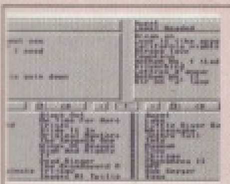
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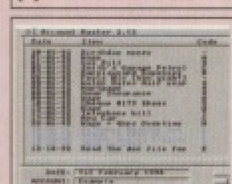
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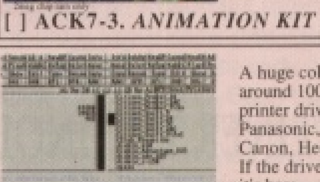
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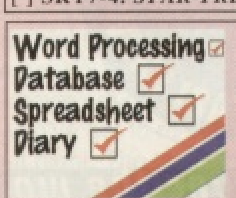
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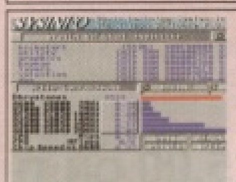
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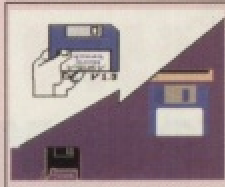
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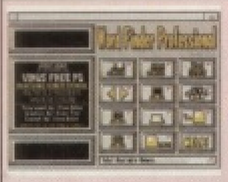
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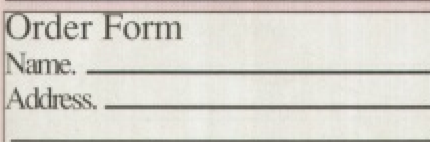
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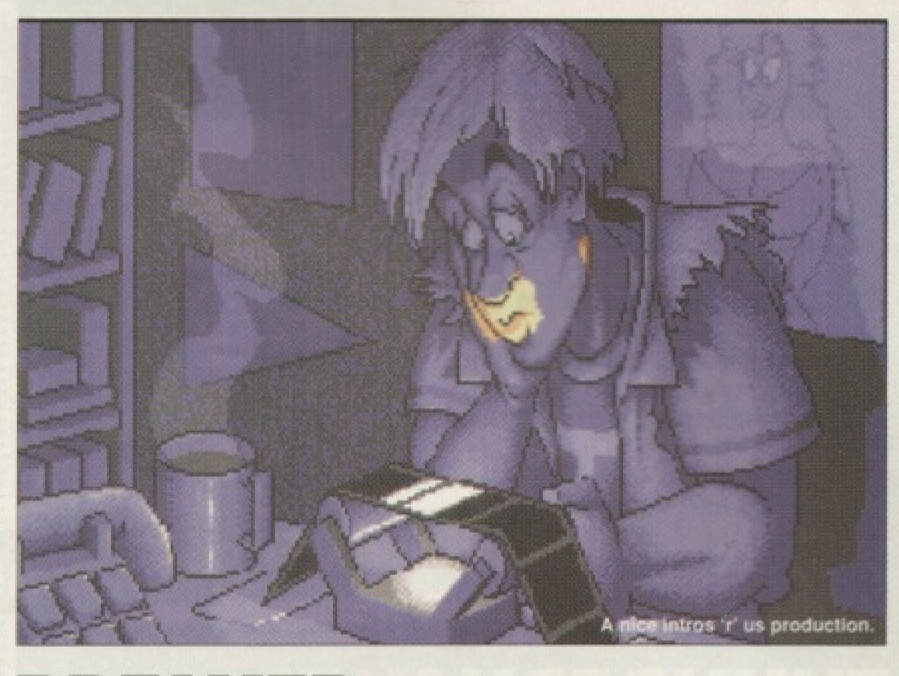
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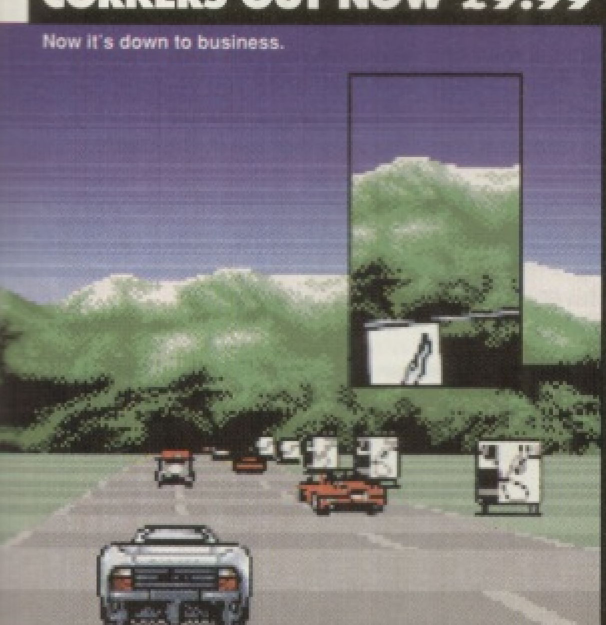
No dosh this month? Don't despair. These games aren't free, but they sure are a bargain. Steve Keen looks at the latest, cheapest floppies around.



A nice intros 'r' us production.

JAGUAR XJ220

CORKERS OUT NOW £9.99



Now it's down to business.

Hot on the heels of the *Lotus Trilogy* comes the game that really put the cat amongst the pigeons and ruined Gremlin's spotless racing record. Although the Grems had planned to release *Lotus 3*, with all the trimmings, Core came from out of nowhere with this definitive racing game and pipped them at the post!

The sports car action features the then £350,000 Jaguar XJ220. Only a few 100 cars were made and because of the amazing price Jaguar are still trying to sell them. Conversely, the game shifted by the truck load and it's easy to see why. Today, even with its cardboard cut out-like car sprites and slow (in comparison with F1) scrolling, the software still plays like a dream. Core were also the first to introduce the track editor, a nifty gadget that allows you to create your own circuits, complete with hordings, flyovers and other roadside obstacles and details.

There are literally scores of options to tinker with and various weather conditions like fog, rain and sleet which hamper your attempts to dominate the racing circuit. Some of the roadside effects are just as stunning today as they were when we first saw them. Rock formations jut out from the sides of the track to form impressive overhanging arches and the little touches of detail, like water spray and grit thrown up by your wheels when you race, also add to this top class product.

The immaculate presentation puts the seal on one of the best racers ever, but the decision between buying *Jaguar XJ220* and *Lotus 3* is not easy. For my money I'd go with Jaguar, it's cheaper than the Trilogy and it's smart software to boot.

88%

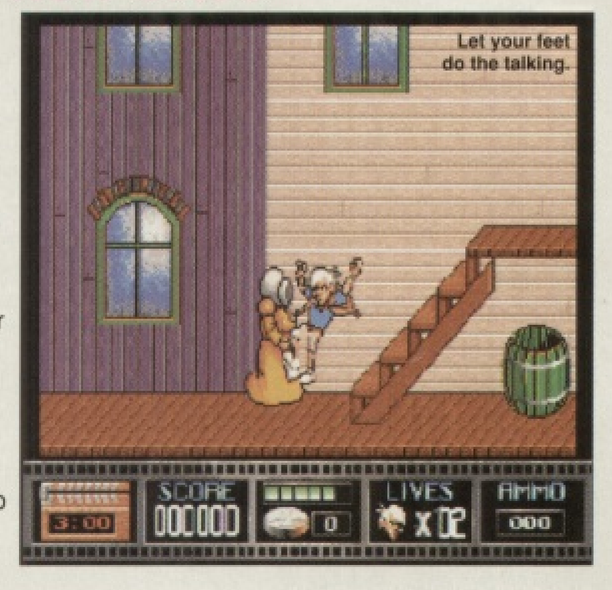


Is that a dream car or what?

PREMIER

CORKERS OUT NOW £9.99

This game's hardly been out a year and it's already ended up on Core's budget label. In it the quiff-sporting hero has landed the jammy job of editing a new blockbuster movie. Whilst hard at work in the editing suite the overworked youngster falls asleep, and when he wakes up finds that some bounder's stolen the five cans of film he's just spend ages splicing together. The only thing to do is to get on the trail of the blighter and track the material down.



Let your feet do the talking.

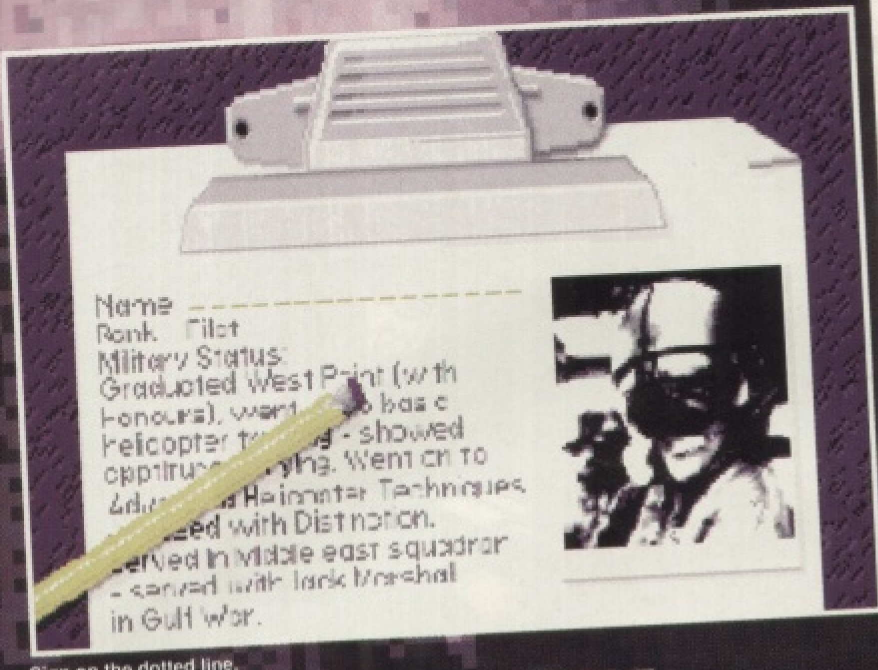
The scene is set by a lengthy animated intro and when we tell you that the whole game's been put together by the same talented artists that bought you *Heimdal*, you'll know that your eyeballs are in for a roller coaster ride. You take control of the peroxide hero and guide him through five different sound stages in the studio. Each has its own theme. You'll meet all kinds of colourful characters on the wild west stage, the B-movie set and in the war film studio. Whilst the other movies are still shooting you've got to re-capture the lost cans of film and return them for the premier, that night. The task's not easy either thanks to charging buffalo, sleeping Mexicans, buxom milk maids and stroppy star fish. You can pick up lots of gizmos to help you, like dynamite and various burgers and cakes that replenish energy.

Gameplay is slightly lacking, but the real star is the animation, with hundreds of frames to please the most hardened cartoon junkie. Surprisingly addictive and now that the Amiga seems to only attract the RPG and sim fanatics, this is a most welcome budget release.

84%



The terrible reality of the night's events seep in!



Sign on the dotted line.

THUNDERHAWK

CORKERS OUT NOW £9.99

» *Thunderhawk* on the Amiga is really up against it these days. Anyone who has seen the Mega-CD version won't want to accept any substitutes but there are plenty who haven't. Back in the real world of the floppy disk *Thunderhawk* can actually still hold its own against the console version and deliver the goods, even if they are a bit battered in 1994.

Core, they of the impressive intro sequence, tried to pull out the stops with an animated cartoon intro that actually featured speech all the way through. Unfortunately, the finished demo chugs along at a snails pace with the dialog between the on-screen stars making them look like two transatlantic mumblers holding a 20 second delay telephone conversation!

This polygon-based helicopter sim is still a fine blast though, with six campaigns to undertake, from aastern Europe to South East Asia and a myriad of missions to complete, 60 in all. Weapons are not in short supply as your attack 'copter is loaded to the hind quarters with ASAMS, guided missiles, machine guns and all manner of rockets and laser guided homing paraphernalia. Trouble is, most of the tanks, ground based rocket launchers, battle ships and enemy helicopters are armed to the back fillings with the same weapons too! Therefore it's advisable to go into the training simulator at the beginning, where you can get the hang of things safe in the knowledge that you can't be shot down.

Still pretty good fun today and makes a nice change from all those flight sims, top sound effects too.

87%

Would you trust this suit?



EYE OF THE BEHOLDER

KIXX OUT NOW £16.99



Are you man enough for the task?

In the beginning there was *Dungeon Master*, the undisputed king of the computer RPG universe. However simplistic the graphics and primitive the sounds were, for years nothing could touch it for cunning, atmosphere and sheer adventuring fun. Many companies attempted to copy the monster-selling game, but none managed to top it until US Gold released *Eye Of The Beholder*.

Eye Of The Beholder was *Dungeon Master* for the nineties. Superior in just about every way, the game contained better graphics, more realistic sounds, a better game interface, dozens of different animated monsters and traps and puzzles so cunning you could cut through glue with them. You can control up to six different adventurers from a choice of different races, abilities and occupations. Magicians, dwarves, warriors and halflings are just a few of the heroes on offer. What makes *Eye Of The Beholder* such a milestone in RPG history is its amazing depth with scores of different spells to use, from fireballs to lightning and hordes of magic scrolls and weapons you can find. The secret to the game is having a well-balanced party and even once you've completed it you can play it again and again in loads of different ways. Menus are very easy to access and the game rates amongst the very highest in the user friendly stakes.

Brilliant graphics, fantastic sound effects and gameplay that'll keep you hooked for weeks. Since its release many games have come up to *Eye Of The Beholder*'s shoulders, but only a few have proved to be better. So, as the extra terrestrial said to Steven Spielberg as he handed him his auto biography, you can't go wrong.

89%

WING COMMANDER



Just clip him in the tail and let the photons do the rest!

HIT SQUAD OUT NOW £14.99

To say *Wing Commander* caused a stir when it was first released on th PC would be the biggest understatement since someone suggested th President Marcos might have been slightly overpaid! The PC version was a real cinematic treat. Animated sequences filled the gaps between the space combat simulation action and served to unfold the story as you went along. Due to the extremely detailed and complex bit-mapped graphics use an accurate Amiga version would be impossible, they cried. However, after lengthy research, repeated attempts at converting and squeezing the code the A500, *Wing Commander* finally appeared.

As a top star-fighter pilot your mission is to fight off enemy advances of Kilrathi, a cat like people, who are invading earth. Take control of one of fo different super fighters and dogfight to the death in outer space. What reall got pulses racing in *Wing Commander* were the amazing graphics used to der the ships. Fighters are incredibly detailed and even have insignia mark on their wings when you get up close. Also, the music and sound effects a ally react to the action as it changes on screen. For instance; you can be cruising along with a nice mellow track reverberating in your ear drums on minute when, suddenly, a full orchestra explodes through the speakers as stumble on a Kilrathi attack force!

Today *Wing Commander* is terribly dated — even when first released t game moved incredibly slowly, with tiresome disk accessing and super sl sprites. Once you've got past the flashy graphics there's little left but frust gameplay. But the famous dripping bucket in the locker room and how we raved about it will long be remembered. You'd be much better advised to pick up a copy of *Epic*.

7

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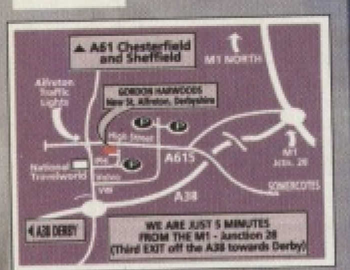
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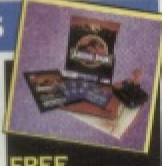
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A1200... Combat/Innovations

NEW... Amiga A1200 Pack Announced:



THE LATEST Amiga A1200 Computer Combat/Innovations Pack is supplied with Total Carnage, Brian the Lion, Zool 2, Day by Day (filofax type planner), Wordworth 2.0 (Word Processor), Print Manager (for use with Wordworth) and Personal Paint V4 (advanced Paint Package with support for HAM, GIFF) plus a FREE... JURASSIC STARTER PACK!



FREE Jurassic Starter Pack worth almost £50 with ALL Amigas! (see details right)!

Great new pack with Games, Business and Graphics Software INCLUDED!!! See Hard Drive Versions below!!!

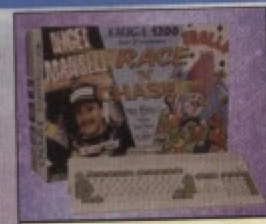
Only...£349.95

A1200... Race 'N' Chase



FREE Jurassic Starter Pack worth almost £50 with ALL Amigas! (see details right)!

OUR Amiga A1200 Race 'N' Chase Packs are supplied complete with... Nigel Mansell's Grand Prix, Trolls and a FREE... JURASSIC STARTER PACK!



Only...£299.95

A1200... Desktop Dynamite



OUR Amiga A1200 Desktop Dynamite Packs are supplied with Dennis, Deluxe Paint IV, Oscar, Print Manager and Wordworth plus a FREE... JURASSIC STARTER PACK!



FREE Jurassic Starter Pack worth almost £50 with ALL Amigas! (see details right)!

Only...£349.95

Hard Disk Drive Options...

A1200 HARD DRIVE OPTIONS	COMPUTER COMBAT INNOVATIONS	RACE 'N' CHASE	DESKTOP DYNAMITE
130Mb	£589.95	£539.95	£589.95
170Mb	£599.95	£549.95	£599.95
260Mb	£689.95	£649.95	£589.95

Shown in the table above are just some of the Hard Drive Options available. Phone us for details of other sizes too.



GREAT REASONS TO BUY FROM HARWOODS...

WHEN THERE ARE SO MANY DEALERS TO CHOOSE FROM WHY SHOULD YOUR CHOICE BE GORDON HARWOOD COMPUTERS? Well just a few GOOD reasons are listed here...



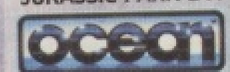
WE AIM TO CONTINUE PROVIDING THE BEST SERVICE IN THE INDUSTRY

We have a FREE SERVICE POLICY which includes...

- NEW Replacements for faulty goods (in the first 30 days)
- FREE UK Mainland collection of major hardware units requiring warranty service in the first year (unless on-site warranty is applicable)
- FREE rapid courier return of serviced products
- ACCESS to our ex-directory Customer Technical Helpline

FREE JURASSIC STARTER PACK WITH EVERY AMIGA

JURASSIC PARK BY:



PLUS...

- MOUSE MAT
- DUST COVER
- MICRO SWITCHED JOYSTICK

WORTH ALMOST £50



OPTIONAL LIFETIME WARRANTY PLAN



REST ASSURED YOU'LL HAVE NO BILLS FOR YEARS TO COME!!!

You can choose to add an Extended Warranty to ANY hardware item from Harwoods - for less than you'd think! Take up to 5 years cover and at the end of that period extend again on an annual basis... Thus, a LIFETIME's PEACE OF MIND. What's more the warranty is fully transferable, enhancing resale values of your equipment! Even available on hardware you may have purchased elsewhere - Phone for details!



STOP PRESS...STOP PRESS...STOP PRESS...

JUST LOOK BELOW AND SEE HOW TO MAKE YOUR A1200 THE 'ULTIMATE PERFORMER'

AMIGA SYSTEM AND CONFIGURATION TESTED...	MIPS
Standard Amiga A500-600-1500-2000 (unexpanded)	0.55
Standard Amiga A1200 (unexpanded)	1.33
Amiga A1200 & Blizzard 1204 4Mb RAM Card (AMF Gold Award)	2.94
Amiga A1200 & Blizzard 1220 4Mb & 28Mhz 68EC020 Accelerator	5.05
Amiga A1200 & Blizzard 1230 4Mb & 40Mhz 68EC030 Accelerator A NEW FASTER REPLACEMENT FOR THE AWARD WINNING 1204!!!	7.06
Standard Amiga A4000 '030 (2Mb Chip RAM, 4Mb Fast RAM)	4.43

All the above tests were performed using SysInfo Version 3.18

SEE PAGE 3 FOR FULL DETAILS OF THE AMAZING BLIZZARD RANGE OF PRODUCTS (ESPECIALLY THE NEW 1220) TO SUIT YOUR AMIGA AND AT A PRICE TO SUIT YOUR POCKET!

GREAT VALUE POWERPLAY GAMES PACK



HARWOODS EXCLUSIVE POWERPLAY GAMES PACK

GREAT BUNDLE OF 18 EXTRA GAMES TO ADD TO YOUR AMIGA. YOU WON'T NEED TO BUY MORE FOR AGES!!!

Xenon 2 Megablast*, Stir Crazy, TV Sports Football, Hostages, Jumping Jackson, Bubble Plus, Bloodwych, Tin-Tin on the Moon, Krypton Egg, Purple Saturn Day, Eliminator*, Skychase, Safari Guns, Lombard RAC Rally, Captain Blood, Strike Force Harrier*, Sky Fox II and Lancaster

only...£19.95

*Not compatible with A1200/3000/4000

AMIGA CD32 SPECTACULAR VOYAGE

NEW...NEW... Amiga CD32 SPECTACULAR VOYAGE PACK

Including great games...
MICROCOSM AND CHAOS ENGINE
Plus While Stocks Last...
DANGEROUS STREETS, DIGGERS, OSCAR AND WING COMMANDER!!!

SEE PAGE 1



ONLY... £299.95



AMIGA MONITORS FOR EVERYONE



LOWEST COST COLOUR MULTISYNC AVAILABLE!!!

MICROVITEC

MICROVITEC AUTOSCAN 1438

14"Colour Hi-Resolution MultiSync

.28 Dot Pitch Colour Hi-Resolution Monitor (requires separate speakers). This one is ideal for ALL Amigas, ST's, PC SVGA, Acorn etc., Conforms to the stringent Swedish MPR2 ClassB emission standards. A FANTASTIC 14" DISPLAY AT A FABULOUS PRICE...

FANTASTIC VALUE... £299.95

SEE PAGE 1



PHILIPS

PHILIPS PRO 2000 15" COLOUR SUPER-RES MONITOR/TV

The best of both Worlds - A Quality Computer Display AND fully featured FST High Definition TV in one! Infra red, FastText Teletext, Loop Aerial, Headphone Socket complete with FREE leads to your Amiga!

a Brilliant Combination... £239.95



COMMODORE 1084S COLOUR

14" STEREO COLOUR Including all Leads, Dust Cover etc. An ideal first time monitor at a great low price...

Limited Stocks: £199.95

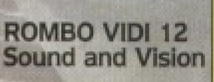
COMMODORE 1942 COLOUR

14" COLOUR STEREO Inc. Leads, Dust Cover etc. (for A1200's/3000's/4000's) .28 Dot Pitch and at a new lower price

Great Value: £349.95

AMIGA VIDEO IMAGING PRODUCTS





Product	Price
ROMBO VIDI 12 New Version 2.0	£74.95
ROMBO VIDI 12 Sound and Vision	£94.95
ROMBO VIDI 12 Real Time	£169.95
ROMBO VIDI 24 Real Time	£239.95

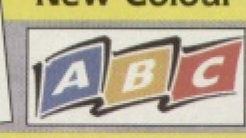
SUPER BUY!

VALUE PACKED AMIGA PRINTERS

ALL our printers are supplied for immediate use including cable, paper and labels FREE OF CHARGE! Dot Matrix models also come with a tailored dust cover FREE. Specific Amiga driver software is included with EVERY printer FREE (eg. with Citizen this is the excellent Print Manager Version 2 driver).

CITIZEN
COMPUTER PRINTERS

New Colour





SEE PAGE 1

Printer just announced with...

EASYSTART SOFTWARE

CITIZEN PRINTER RANGE...

Model	Price
120D+ - 9Pin Mono	£129.95
Swift 90 - 9Pin Mono	£149.95
Swift 90 - 9Pin Colour	£164.95
Swift 200 - 24Pin Mono	£179.95
Swift 200 - 24Pin Colour	£189.95
Swift 240 - 24Pin Mono	£204.95
Swift 240 - 24Pin Colour	£229.95

REMEMBER THAT ALL CITIZEN PRINTERS HAVE A TWO YEAR WARRANTY

NEW CITIZEN ABC PRINTER...

"A Printer for Everyone that can be Used by Anyone". Compact, easy to use new Citizen. Ideal for first time buyers but with capabilities to grow as your needs increase. Superb 24Pin clarity in mono (or colour with an optional kit) on standard cut sheet paper (50sht feeder supplied as standard), sprocketed paper, overhead slides, envelopes etc. and very quiet too!

Model	Price
Citizen ABC 24 Pin Mono Printer	£139.95
Citizen ABC 24 Pin Colour Printer	£164.95

NEW CITIZEN PRINT MANAGER VERSION 2...
Supplied FREE with all Citizen Printers! Higher printing resolutions and more control of your Citizen. Makes all your printing EASIER to perform. Please ask us if you require full details.



star
MICRONICS



Kits available for Sign and 'T' Shirt Printing

PRICE CRASH!

STAR DOT MATRIX RANGE...

Model	Price
LC100 - 9Pin Colour	£134.95
LC24-30 - 24Pin Colour	£214.95
LC24-300 - 24Pin Colour	£289.95

STAR LASER RANGE...

NEW LOWER PRICES!

Model	Price
LS-5	£509.95
LS-5EX	£669.95
LS-5TT PostScript	£744.95

STAR THERMAL...

SJ144 COLOUR HQ that can even print out both sign and 'T' Shirt Designs using special kits. Ask for full details £369.95

Canon

CANON INKJET RANGE...

BJ10sx Mono - 360dpi £199.95
(Black or Cream Casings available)
BJ200 Mono - 360dpi, £249.95
250cps with auto sheet feed
BJ230 Mono - 360dpi, £329.95
248cps, A4/A3, ASF
BJC600s Colour - 360dpi £544.95
240/170cps, 8 Fonts, 12 MONTHS ON-SITE MAINTENANCE



PRICE CRASH ON ALL CANONS!



SEE PAGE 1

Hewlett Packard



HP INKJET RANGE...

Model	Price
310 DESKJET - Mono	£229.95
310 DESKJET - Colour	£264.95
NEW MODELS...	
520 DESKJET - Mono	£269.95
560 DESKJET - Colour	£519.95

EXTRAS FOR YOUR PRINTER

WE ALSO STOCK A COMPREHENSIVE RANGE OF ORIGINAL MANUFACTURERS' ACCESSORIES, PERIPHERALS AND CONSUMABLES FOR CANON, CITIZEN, HEWLETT PACKARD AND STAR PRINTERS. See details overleaf or phone us!

gordon harwood computers

Order Hotline 0773 836781

NEW STREET ALFRETON DERBYSHIRE DE55 7BP

Facsimile: 0773 831040





Harwoods GOLD Service

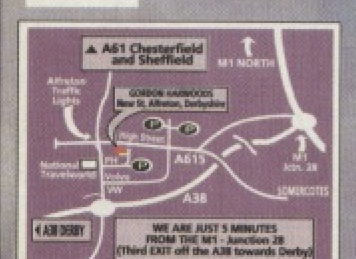
In Derbyshire, Nottinghamshire and by Mail Order... NATIONWIDE! Always with speedy delivery!

WHY BUY FROM HAR-

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VISIT OUR SPACIOUS SHOWROOM... WHY NOT TAKE A TRIP OUT TO VISIT US AND COME AND SEE OUR FULL ADVERTISED RANGE AND MORE EVERYTHING IS AVAILABLE AT THE SAME COMPETITIVE PRICES P

THERE S PLENTY OF FREE PARKING CLOSE BY



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FREE DELIVERY P F UK M OR SPEEDY NEXT WORKING DAY COURIER SERVICE. A £6.95 £TOO S UK M .D

O

AMIGA 2.5" INTERNAL HARD DRIVES



SEE PAGE 1

FREE ESSENTIAL HARD DRIVE MANUAL WITH ALL OUR INTERNAL DRIVES

WHY NOT UPGRADE YOUR AMIGA A1200 TO TODAY'S SPECIFICATIONS BY ADDING SOME REAL STORAGE SPACE. IT CAN BE FAR EASIER THAN YOU THOUGHT WITH OUR FREE MANUAL!

Our A1200 Hard Drives are all high quality Officially Specified 2.5" IDE Lower Power Consumption units NOT alternative 3.5"drives which the computer was not designed to use. All units are recognised makes (eg.Conner, Seagate, Western Digital etc.). and are supplied with driver software, fitting kit, full instructions, back up/repair utility software and a Full 1 Year Warranty. Remember you also receive a copy of our Hard Drive manual which is an invaluable source of information.

FITTED OR SELF FIT AMIGA HARD DRIVES

YOU ONLY PAY £25 FOR A HARWOODS ENGINEER TO FIT YOUR DRIVE FOR YOU and you get...	HARD DRIVE CAPACITY➤	130Mb	170Mb	260Mb
	SELF FIT PRICE	£229.95	£244.95	£329.95
	FITTED PRICE	£254.95	£269.95	£354.95

1. Speedy collection of your Amiga
2. Fitting by experienced technicians
3. Formatting with Workbench installation
4. Hard Disk configuration including installation of back up and repair utility software
5. FULL 12 month HARWOODS GOLD warranty for BOTH your new Hard Drive AND your existing computer! (see our "Gold Service")
6. Courier delivery back to you.

NO ONE ELSE OFFERS ALL THIS... you will normally only get warranty cover for the new Hard Drive NOT the whole computer!

Other Hard Disk Sizes may be available, phone for details. NB. although smaller sizes (eg 40 & 60Mb.) are still advertised, they're not produced in large quantities if at all. Future repair/replacement parts may be a problem. We don't therefore recommend them

AMIGA EXTERNAL HARD DRIVES

Now you can get an EXTERNAL Hard Drive that simply plugs into the PCMCIA slot of your Amiga A1200 and still retains its FULL Commodore Warranty! THE EASY TO FIT ANSWER TO HARD DISK UPGRADES THAT FEATURE...

ABS Casing styled to match your A1200
2Mb./sec FAST Transfer Rates
Independent Power Supply
Installation Software and Manual
ALL Overdrives from Harwoods are pre-formatted, fully tested and ready to go!

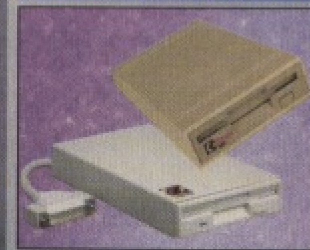
SEE PAGE 1

OVERDRIVE

Capacity	170Mb	212Mb	256Mb	270Mb	340Mb	420Mb	540Mb
PRICE	PHONE	£329.95	£344.95	£364.95	£399.95	£484.95	£629.95

PLEASE PHONE FOR OTHER HARD DRIVE SIZES/PRICES!

AMIGA EXTERNAL FLOPPY DRIVES



3.5" EXTERNAL DRIVES...

NEW... Amitek 3.5", £62.95 built in antivirus checker and free disk head cleaning kit

Cumana 3.5", throughport, £59.95 long cable, free head cleaner

PowerXL High Density 3.5", £99.95 1.7Mb. capacity, free head cleaning kit

FOR TOTAL PEACE OF MIND TAKE ADVANTAGE OF OUR LOW COST EXTENDED WARRANTIES



S P 1

BLIZZARD MEMORY AND ACCELERATOR BOARDS



BLIZZARD

NOW YOU CAN ACHIEVE A PERFORMANCE INCREASE OF OVER 5 TIMES!

BLIZZARD 1220/4 TURBO MEMORY

Even more powerful than its predecessor (which was given the coveted Amiga Format Gold Award).
JUST LOOK AT THE SPECIFICATION..

1. 4Mb AUTO-CONFIGURING 32Bit FAST RAM as standard (with an option of a further 4Mb to a total of 8Mb).
2. Integrated Clock Speed Doubler to run the FAST RAM at 28MHz giving overall performance increase of up to 300% compared with a standard Amiga A1200
3. Integral Battery-Backed Real Time Clock
4. Board may be disabled WITHOUT being removed for full game compatibility
5. Sockets for Maths Co-Pro (FPU) and Crystal-68881 or 68882 up to 40MHz speed.
6. Retains CBM on-site warranty for computer
7. Easy to fit in computers Expansion Trapdoor
8. Latest SMT (surface mounted technology)
9. Full 12 Months Warranty

SEE PAGE 1

ALL FOR A PRICE MANY WOULD CHARGE FOR A MEMORY BOARD £219.95

BLIZZARD 1220/4Mb BOARD	£219.95
4Mb RAM EXPANSION (Blizzards own)	£169.95
33MHz. FPU MATHS CO-PROCESSOR	£79.95

BLIZZARD 1230-II TURBO ACCELERATOR

From the makers of the acclaimed Blizzard 1200 RAM Board come both 40MHz and 50MHz Accelerators for the A1200...

1. 400-500% performance increase on all applications (when the 1230-II Board has 1Mb. or more RAM installed).
2. Optional fast (up to 10Mb/sec) DMA SCSI-II interface for CD ROM etc. (CDTV, ISO-9660 Formats), Removable/Drives (Syquests Bernoulli etc) as used on Macintosh etc.
3. 40MHz 68EC030 CPU or 50MHz 68030 CPU with MMU (memory management unit) allowing Virtual Memory Paging
4. Up to 50MHz 68882 PLCC or PGA FPU's (Maths Co-Processors)
5. Up to 64Mb of 32-Bit RAM using standard 72 Pin SIMMS
6. Battery backed real time clock
7. Easy trap door installation. Does NOT invalidate warranties

BLIZZARD 1230-II TURBO (0Mb.) 40MHz 68EC030	£244.95*
BLIZZARD 1230-II TURBO (0Mb.) 50MHz 68030 with MMU	£329.95
1Mb. RAM Exp, 32Bit SIMM	£49.95
4Mb. RAM Exp, 32Bit SIMM	£149.95*
33MHz. FPU Maths Co-Pro	£79.95*
NEW...SCSI-II Add On Module	£89.95

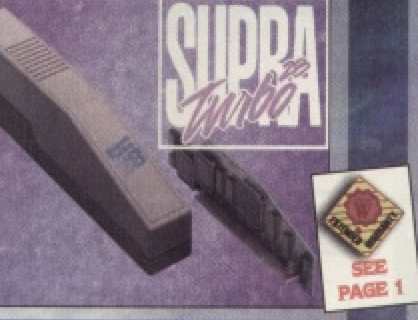
BLIZZARD

THREE ABOVE MARKED* TOGETHER JUST... £449.95



GREAT SUPRA PRODUCTS

A500/500+ TURBO 28MHz ACCELERATOR BOARDS



Compatible with ALL A500's & A500Plus (A1500/2000 versions, ask for details)...

1. Plugs into sidecar/expansion slot A500/500+
2. Speeds up Amiga - up to 4 X NORMAL speed!
3. Throughport for RAM/Hard Drive Expansion etc.

Amiga MUST have some FAST RAM (only standard A500 Plus machines do not). Any sidecar or GVP HD RAM already fitted is FAST RAM.

A1200 Performance at only... **£129.95**

SEE PAGE 1

SUPRA AMIGA FAX/DATA MODEMS

144LC FAX MODEM V.32bis
Transmit and receive faxes and data at up to 14400bps. Amiga cable and modem to modem COMMS software included. (Fax software available separately SEE DETAILS).
£159.95

FAX PLUS MODEM V.23bis
Transmit and receive faxes at 9600/4800bps and data at 2400bps. Amiga cable and modem to modem COMMS software included. (Fax software available separately, see below).
£109.95

FAX MODEM V.32bis
Transmit and receive faxes and data at up to 14400bps. Cable and modem to modem COMMS software included. Fax software available separately. SilentAnswer Facility, L.E.D. Readout
£199.95

SPECIAL OFFER...
GP FAX SOFTWARE is required for any of these fax/modems to allow transmission and receipt of faxes...
ONLY £49.95



AMIGA RAM (MEMORY) UPGRADES

Upgrade your Amiga's RAM easily...

A500 0.5Mb RAM Trapdoor U/G with Clock	£32.95
A500+ 1Mb RAM Trapdoor U/G with Clock	£39.95
A600 1Mb RAM Trapdoor Upgrade	£47.95
A600/1200 PCMCIA RAM Upgrades...	
2Mb RAM for Smart Card Slot	£119.95
4Mb RAM for Smart Card Slot	£174.95

FASTLANE Z3 AMIGA SCSII INTERFACE

A PERFECT POWER ADD ON FOR ANY AMIGA A4000 USER!!!

The only IDE Hard Drive answer for all A4000 users

1. Fast (upto 10Mb/sec) DMA SCSI-II interface for CD ROM etc. (CDTV, ISO-9660 Formats), Optical/Removable Drives (Syquests etc) as used on Apple Macintosh etc.
2. Expandable up to 64Mb of 32-Bit Fast RAM
3. Requires no Buster Chip upgrade!
4. Compatible with existing 4000's
5. 4 x 32-Bit SIMM Sockets

Exceptional Value at Only... **£329.95**

FANTASTIC AMIGA ACCESSORIES

AMIGA SOUND & MUSIC

Technosound Turbo Sound Sampler	LOW-£[illegible]
NEW Technosound Turbo 2 Sampler	LOW-£[illegible]
Miracle keyboard	£249.95
Music X full Vers 1.1	£24.95
Midi Interface Sport complete with cable	£24.95
ZYFI Stereo Speakers	£39.95
ZYFI Pro Stereo Speakers	£54.95
Stereo Master	£29.95
Deluxe Music 2	£69.95
Megiosound	£29.95

ALFA DATA MICE

HQ Microswitched MEGA MOUSE	£12.50
HQ Microswitched superb smooth 400dpi Resolution MEGA MOUSE	£15.95
High Quality Optical Microswitched mouse	£[illegible]
Alpha Data Mouse Pen	£[illegible]
HQ Microswitched Trackball	£29.95
Auto Mouse/Joystick Switcher	£17.95

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Power Mono V4.0 Hand Held Scanner	£127.95
Epson GT6500 Flat-bed Scanner	£[illegible]
Epson GT8000 Flat-bed Scanner (inc. Art Dept. Professional)	£[illegible]
Art Dept. Pro - existing scanner owners...	£124.95
Rendale 8802 Genlock	£179.95
Rocgen Genlock	£149.95

AMIGA JOYSTICKS

Zipstick Autofire	£11.95
Python 1M	£10.95
The 'BUG' Microswitched	£14.95
Konix Speedking Autofire	£12.95
Konix Speedking Analog	£14.95
Gravis Game Pad	£19.95
Full range of Quickjoy and other makes stocked	Phone!



VALUE BLANK DISKS

10 TDK 3.5" DS DD	£[illegible]
50 TDK 3.5" DS DD	£[illegible]
10 TDK 3.5" DS HD	£[illegible]
50 TDK 3.5" DS HD	£[illegible]
Certified Bulk Disks with labels:	
10 with library case	£[illegible]
50 Disks - only...	£[illegible]
100 Disks - only...	£[illegible]
250 Disks - only...	£[illegible]
3.5" Disk Head Cleaner essential for reliable loading	£[illegible]

AMIGA WORKSTATIONS

RSD Control Centre & Monitor Plinth with shelf:

For Amiga A500	£47.95
For Amiga A600	£39.95
For Amiga A1200	£47.95

MOUSE MECHANIC TOOL

Universal no fluid mouse cleaner. Use over and over! £4.99 +50p p&p



WE'VE SHOWN A SMALL SELECTION OF AMIGA ACCESSORIES HERE. WE'VE LOTS MORE!!!

AMIGA BOOKSHOP



ASK ABOUT OUR WIDE RANGE OF BRUCE SMITH BOOKS

Amiga 1200 Insider Guide	£[illegible]
NEW! Amiga Assembler Insider Guide	£[illegible]
Mastering Amiga Assembler	£[illegible]
Mastering Amiga Beginners	£[illegible]
Mastering Amiga Dos V2 Vol.1	£[illegible]
Mastering Amiga Dos V2 Vol.2	£[illegible]
Mastering Amiga Dos V3	£[illegible]
Mastering Amiga Dos V3 Tutorial	£[illegible]
Mastering Amiga AMOS	£[illegible]
Mastering Amiga AREXX	£[illegible]
Mastering Amiga System	£[illegible]
NEW! Mastering Amiga Printers	£[illegible]
NEW! A1200 Next Steps	£[illegible]
NEW! A1200 Beginners Pack. Including: 2 Starter Books, Video & Tutorial Disks	£[illegible]

LOTS MORE BOOKS TOO - PHONE!!!

AMIGA SOFTWARE BARGAINS

WE HAVE LISTED JUST A SELECTION OF OUR AMIGA SOFTWARE. WHY NOT ASK US TO QUOTE A PRICE FOR ANYTHING NOT LISTED YOU MAY BE SURPRISED AT OUR GREAT PRICES!

AMIGA WORD PROCESSING AND PUBLISHING

Pen Pal V1.5	£34.95
Final Copy II Release 2-AGA	£69.95
NEW...Final Writer	£114.95
The Publisher	£39.95
Professional Page V4.1	£129.95
Pagesetter III	£47.95
Wordworth 2 - AGA	£99.95
Softfaces 1 to 4 (for FCII)	£39.95
Softclips 1 to 4	£29.95
Softwood ProperGrammar 2: (Grammar & Spelling checker, for ALL Amiga Word Proc.)	£39.95

INTEGRATED AMIGA TITLES AND DATABASES

Mini Office FEATURING... Word Processor, Spreadsheet, Database and Disk Manager... FULLY INTEGRATED!	£39.95
Superbase Personal 2	£29.95
Superbase Personal 4	£114.95

VIDEO SOFTWARE FOR AMIGA CREATIVITY

Scala 500 Home Titler	£74.95
Scala Professional	£177.95
Scala MM202	£289.95
EditMate	£194.95
Broadcast Titler 2 - SVGA	£174.95

AMIGA ANIMATION AND GRAPHICS SOFTWARE

Deluxe Paint 4.1	£64.95
Deluxe Paint 4 (AGA)	£74.95
NEW... Caligari	£97.95
3D Construction Kit	£36.95
Adorage Vers. 2	£57.95
Vista Pro 3	£54.95
Art Department Prof. V2.5 NEW	£149.95
DCTV Composite Video (24-Bit Graphics System suitable for PAL system TV)	£349.95
Morph Plus	£149.95
Real 3D Classic	£74.95
Real 3D 2	£399.95
Brilliance	£147.95
Pixel 3D Professional Plus	£149.95
Animation Workshop	



CAD AND DRAWING SOFTWARE FOR THE AMIGA

NEW Lower Prices

X-CAD 2000	£87.95
X-CAD 3000	£234.95
Art Expression	£144.95
Expert Draw	£49.95

AMIGA PRODUCTIVITY SOFTWARE

GB Route Plus	£36.95
Turboprint Pro 2.0	£34.95
Mavis Beacon Teaches Typing 2	£22.95
TypeSmith	£119.95
System 3E	£54.95
Personal Finance Manager	£34.95
Arena Accounts	£94.95
Disk Expander	£32.95

AMIGA DEVELOPMENT AND UTILITIES SOFTWARE

Quarterback V6	£59.95
Quarterback Tools Deluxe (Advanced Disk/File Management)	£99.95
PC Task - PC Emulator	£37.95
Cross DOS	£34.95
Easy Amos	£24.95
Amos The Creator	£36.95
Amos Compiler	£21.95
Amos 3D	£25.95
Amos Professional	£36.95
Amos Professional Compiler	£24.95
Blitz Basic 2	£54.95
New SAS Lattice C V6.5	£269.95
Devpac 3	£52.95
Directory Opus V4	£49.95

AMIGA EDUCATIONAL SOFTWARE

AMIGA FUN EDUCATIONAL SOFTWARE FOR ALL AGES

'Micros' up to GCSE Standards Micro

Science - to GCSE	£18.95
Micro Maths - to GCSE	£18.95
Micro English - to GCSE	£18.95
Micro French - to GCSE	£18.95
Micro Spanish - to GCSE	£18.95
Micro German - to GCSE	£18.95

PHONE about the "Fun School" range

Compendium Six - 6 great titles that deal with a number of subjects to help your children have fun whilst learning a great deal £27.95

PHONE US FOR GAMES TITLES!!!

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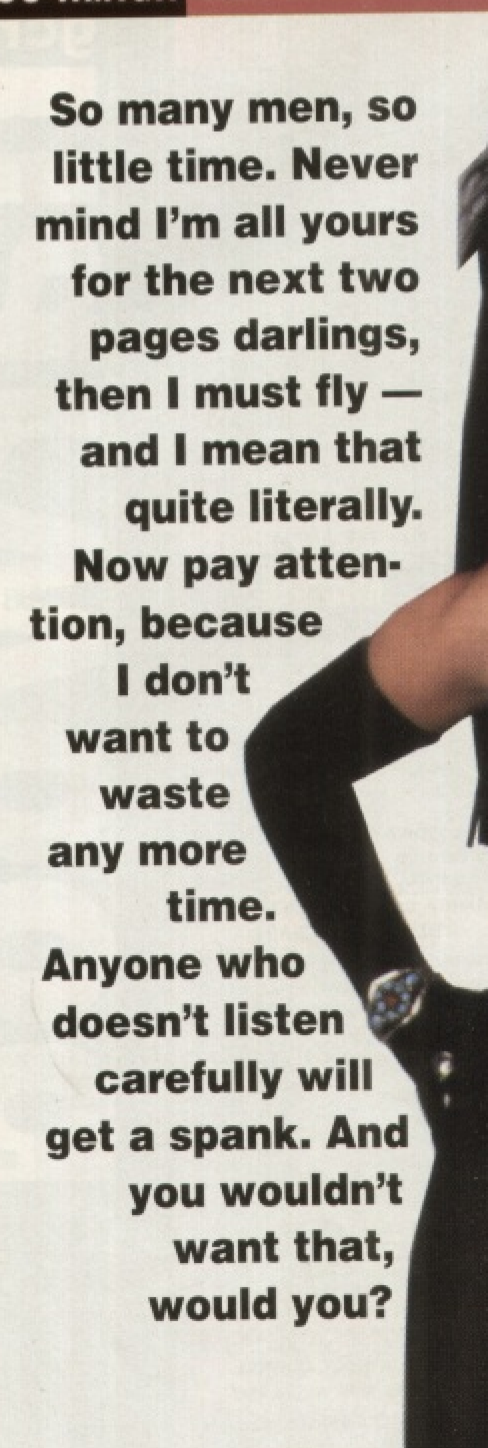
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So many men, so little time. Never mind I'm all yours for the next two pages darlings, then I must fly — and I mean that quite literally. Now pay attention, because I don't want to waste any more time. Anyone who doesn't listen carefully will get a spank. And you wouldn't want that, would you?



VAMP

"She has hair as black as the raven's wing, And charms to make men sigh, Her blood-red lips will steal your soul, And lay you down to die."

Adventure

POLICE QUEST

I have looked everywhere, but I can't find the night-stick that I need to make the bikers move their bikes away from the car park at Carol's Caffeine Castle. I have all of the other equipment, and I have read everything in the game box, but I still can't find the stick. All I keep getting on the screen is, 'Look in the Police LPD Indoctrination Guide'. Should there be one of these guides included with the game?
Kevin Darby, Staffordshire.

You're not going to be much use to anyone if you don't know where your night-stick is are you? It's in your patrol car you silly fellow. Now go and find it, then take it out and waggle it at those naughty bikers.

LEGEND OF KYRANDIA

I don't know if you get many letters from people of my age (I'm 44 but don't tell anyone) but here goes: I'm stuck in the *Legend of Kyrandia*.

I've got all of the potions, a chalice, a small silver statue, and the third gem in the amulet. But what happens next?
Mrs D. Clarke, Bampton.

No, it's not unusual to get a letter from someone your age, but it is a novelty to get a letter from a lady. I'm a lady myself you know, but just because I have a few unusual hobbies, (like taking men home for dinner and then eating them) I don't get the respect I deserve. I see from your letter that you are married; and it reminded me of something that I read recently. Did you know that 90% of married women are worried about their bums? If that's the case, I don't know why they bothered to marry them in the first place (heh, heh!).

You say that you have all of the potions, but how do you know that? Have you found the Crystals of Alchemy in the woods, behind, and to the south of, Zanthia's laboratory? These crystals will help you to mix even more potions. Once you have mixed two colours to make an orange potion, walk to the edge of the tropical lagoon and swallow the mixture.
PS A quick word to Stephen Murphy who can't get past nasty old Malcolm at the cave entrance in the Legend of Kyrandia – when Malcolm appears and throws a knife at you, grab the knife and throw it back.

ELVIRA II

In *Elvira II*, I can't get past Studio 2 – (the big house with the ghost holding the door shut in the room before the study). I also can't get hold of the key in the fish tank.

I've decided to write to you because you look like a woman who can cure problems; and I don't just mean computer-related ones!
Colin McCana, London.

If I could get my hands on you for five minutes you'd never suffer from acne again (you'd never suffer from anything again). As for Elvira, well what can I say about her? The poor dear has put on so much weight lately she's become my two best friends! In fact, she's got more chins than a Chinese telephone directory. Still, you mustn't speak ill of the dead.

Before you enter Studio 2 you must go to the make-up room and turn yourself into a lab-assistant. You'll need a lab

coat, the wig from the lower shelf of the costume room, moustache, half glasses, eyebrows and false teeth from the make-up case.

Having made yourself look like a real geek, you can search for Doctor Frankenstein's Laboratory in Studio 2. Offer to help the mad doctor and he'll make you a batch of poison, (providing you have the formula which you should have picked up in the library). Use the poison on the shank of meat and then feed it to the hungry piranha fish.

KNIGHTMARE

I'm in the dungeon searching for the crown. I got the key from the three wizards. I opened the wall using the key, and I'm now stuck in the next room. I've killed two robots and collected the twig.

The room has some plates on the floor plus some empty lockers. What do I do next?

Nick Vatsidis, Greece.

I suggest you get out of there before you get blamed for throwing all those plates on the floor.This room is confusing because it has lots of things in it which do nothing. The answer to your problem is very simple – place the twig onto the centre plate and a new passage will open up.

I bet you're looking forward to going down that passage aren't you? Well you won't be so pleased when you meet all the dragons which are waiting there for you.

Use the empty bottle to store health potions. While you are holding the bottle in your hand, cast the spell and it will fill it up so you can use it later.

You can also bounce a health spell off a shiny door to cure yourself. I was unable to try out that trick as unfortunately I can't see myself in a mirror because I don't have a reflection.

See, there are some disadvantages to being a vampire.

WAXWORKS

I've come to a complete standstill on the Jack the Ripper level of *Waxworks*. I've managed to get as far as giving Willy the Dip, the pocket watch from the Pawnbrokers. He obligingly steals the pimp's address book and key for me, but I am now stuck as the address book doesn't contain any names that I know.

Jamie Davies, South Wales.

There are threee warehouses that you must try and get into. One of them is unlocked and the second one needs the key from the lawyer's office to open the padlock. You get the key for the third warehouse from the bartender at the Ship Inn, but first you need to get a letter from Molly's house. The key which Willy gave you is the key to Molly's house.

MONKEY ISLAND

I can't get the banana picker out of the Cannibal's hut. I can find and open the loose floorboard in the hut, but the banana picker will not go through.

Stuart Cusack, Dublin.

The banana picker will not go through the hole, so don't bother trying to take it just yet. Leave it and return to the beach where your boat is. Paddle the boat back to the beach where you found it, then walk into the jungle where the monkey is. Give all of the bananas that you have to the monkey and he will follow you. Go to screen where the totem poles are and walk to the fence. Pull the nose of the totem pole at the back of the screen. Walk towards the monkey head, and the monkey who has been following you will swing on the totem pole which keeps the door open. When you see the close-up of the monkey head you will be able to pick up the smallest idol. This idol would make a really neat present for someone. Perhaps you should take it to the cannibals and see if they would like it.

Monkey Island – oooh we have no bananas, we have no bananas today.





Like a bridge over troubled water... _Monkey Island 2_ will throw you into the dark.

GOBLINS II

I've been stuck in *Goblins II* for months, and now I'm out of ideas. How do you complete the second dream screen, the one where you have to get Prince Buffoon out of the bubble? Please print this letter because other magazines never print my letters.

Danny Avery, Clwyd.

Send Winkle up the ladder, then use Fingus on the skittles. When the bowl hits the skittles, move Winkle to the star. This will make Winkle get the bowl. Use the bowl on the cover. Use Fingus to activate the bottom flagstone and that will send Winkle flying, knocking the pin onto the umbrella. Get another bowl by using the same trick, and use it on the cover. Put Winkle on the catapult, then get Fingus to send Winkle flying up to the rainbow by activating the bottom flagstone. Use Winkle on the feeler to make a bubble, then quickly get Winkle to jump onto it.

As he floats down towards the cover, get Fingus to activate the flagstone so that the cover opens up just as the bubble lands on it. The bubble will now be blown towards the umbrella and Winkle can grab the pin.

Use the catapult again to get Winkle back over to the left of the screen. You must now get Fingus onto the rainbow's end, and put Winkle on the top flagstone. Fingus will now get sent up to where Winkle is. Move Fingus just to the right of the feeler then activate the switch to make the Buffoon fall. While he's in the right position, make Fingus operate the feeler to get Prince Buffoon enclosed in a bubble. Now Winkle can dart forward and use the pin to release him.

MONKEY ISLAND II

I'm in trouble in Le Chuck's castle at the end of *Monkey Island II*. Having been hung over a pot of bubbling lava with Wally, I talk to Wally who says he has a good idea, then everything goes dark. I have now ended up in a dark room and I can't do anything.

Robert Hewitt, Sheffield.

Ending up in a dark room with a wally who doesn't know what to do next is the story of my life darling. The world is full of wallies with good ideas, and if you listen to them it's not unusual to end up in trouble, so do be careful who you take into dark rooms. If the room is dark why not strike a match to see where you are?

That's it for another month. Before I go, let me leave you with one interesting thought. While I was arranging some fresh flowers around my tomb last night it suddenly occurred to me that, "A chrysanthemum by any other name - would be easier to spell!". Well, it's a thought. Write down your RPG problem and send it in a plain envelope to:-

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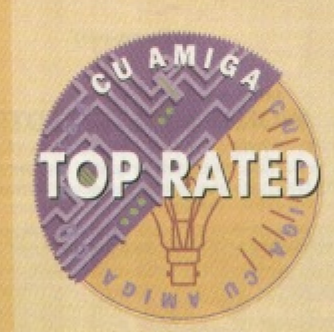
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WORD PROCESSING/DTP

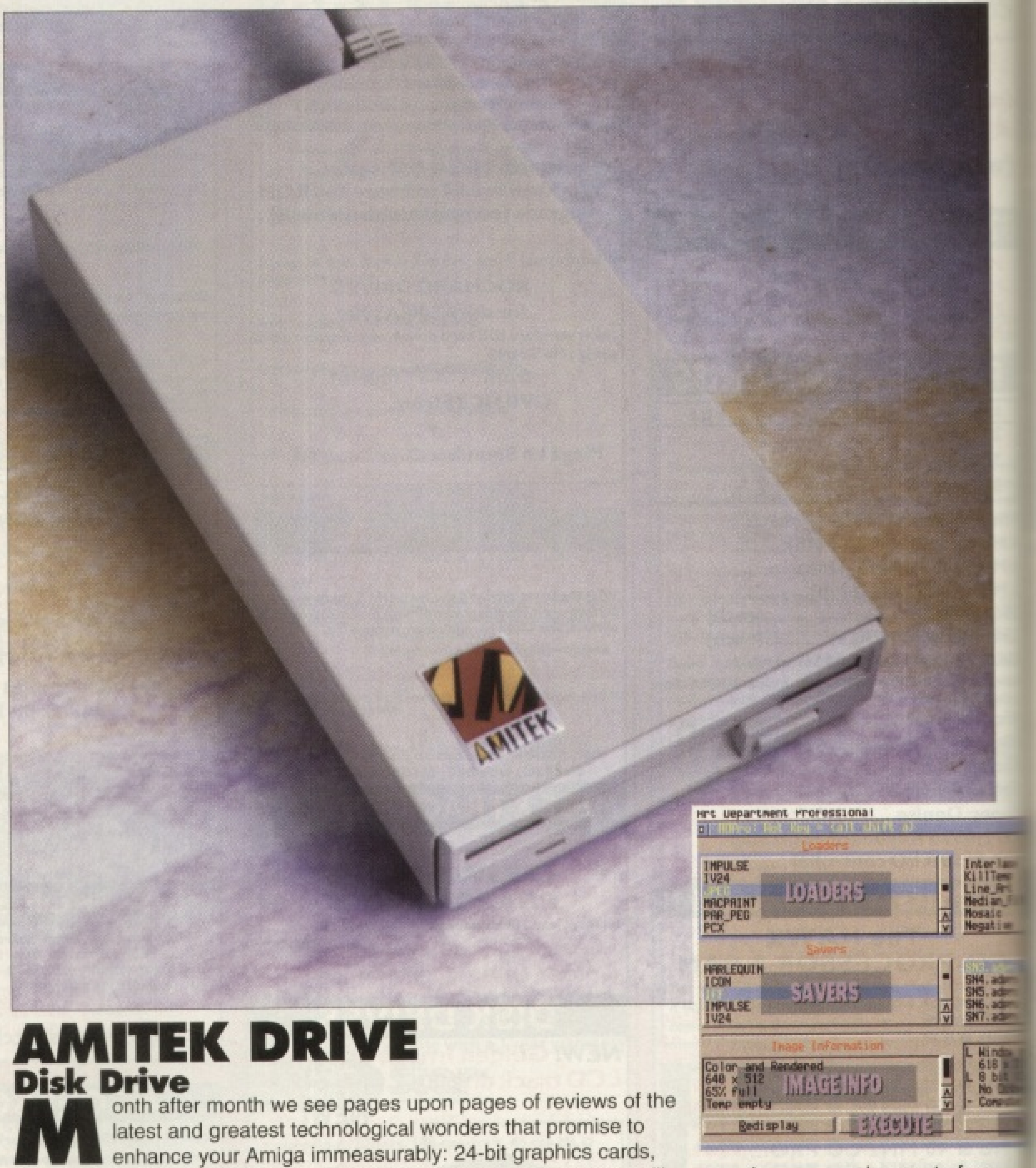
Final Copy 2 (UK) Release 2....................only £66.99
built in outline fonts, full graphics import (IFF and HAM), UK thesaurus, spelling checker & much more.
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GET SERIOUS

If you want the best power products and useful utilities then have a gander this month's Get Serious. If you don't, might I recommend that you wake up?



The CU AMIGA top rated accolade for non-games products scoring over 90%. They will definitely be worth the money and are likely to act as a benchmark for future releases.



AMITEK DRIVE

Disk Drive

Month after month we see pages upon pages of reviews of the latest and greatest technological wonders that promise to enhance your Amiga immeasurably: 24-bit graphics cards, networking systems, 16-bit sampling cards and so on. Whilst these silicon wonders may make most of us salivate in bucket fulls, it's nice to see that there are companies out there who are still prepared to get 'back to basics' (as John Major would probably rather not say).

AmiTek have always been a company that specialises in low-cost peripherals for the masses. Their latest product is the imaginatively-named AmiTek disk drive which, as its name seems to strangely suggest, is an Amiga disk drive. Sporting a slimline Sony disk mechanism (one of the best and quietest on the market) and all the standard features you'd expect from a disk drive (drive disabling and a pass-thru connector), the AmiTek drive is as well equipped as it's pretty (isn't the badge lovely!). Sounds standard so far (some would even say boring), but boring is one thing that the AmiTek drive certainly isn't. For starters it comes as standard with 'anti-click' hardware that stops the drive from constantly clicking when no disk is in the drive. Some people are affected by this more than others (it personally doesn't bother me) but at least the inclusion of this extra bit of circuitry should keep those of a nervous disposition quiet.

The AmiTek drive also features an anti-virus circuit that stops all boot block viruses from infecting your disks when the anti-virus hardware is switched on. In practice all this does is to stop any write attempts to track 0 (the boot block) but it's often the simplest ideas that are the best.

```
Art Department Professional
ADPro: Hot Key = (alt shift a)
Loaders                      Operators
IMPULSE                      Interlace
IV24                         KillTemp
JPEG                         Line_Art
MACPAINT                     Median_Filter
PAR_PEG                      Mosaic
PCX                          Negative
Savers                       User Commands
HARLEQUIN                    SN3.adpro
ICON                         SN4.adpro
IFF                          SN5.adpro
IMPULSE                      SN6.adpro
IV24                         SN7.adpro
Image Information
Color and Rendered           L Window on:Workbench:640x256
640 x 512                      618 x 235
65% full                     L 8 bit (256 colors)
Temp empty                     No Dithering
                             - Computed Palette
Redisplay   Execute          Set Render Screen...
```

Unlike Power Computing's new PC880B drive, the AmiTek drive doesn't sport any form of built-in disk backup hardware (Cyclone etc) but then it is around £10 cheaper than its rival. If you can live without the backup hardware and you're not too worried about being able to upgrade the drive to handle high density disks (Power charge an extra £50 for this privilege) then AmiTek's drive should prove to be a sound investment. In all, AmiTek's drive offers excellent performance at a good price.

Silica Systems, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX. Tel: 081 309 1111
Price £59.00 incl P+P.

90%

MITSUMI LU005S

CD-ROM drive

As this drive is designed for a standard 5 1/4 inch bay, you might think that fitting the drive would be relatively straightforward. Unfortunately, the A4000's drive bay is just a little too short. It is possible to squeeze the drive in, but you may have to make a few internal re-arrangements such as loosening the rear drive bay or soldering the power leads directly to the CD-ROM drive. The position of the Amiga's internal PSU causes all sorts of problems, but you can get around them if you persevere.

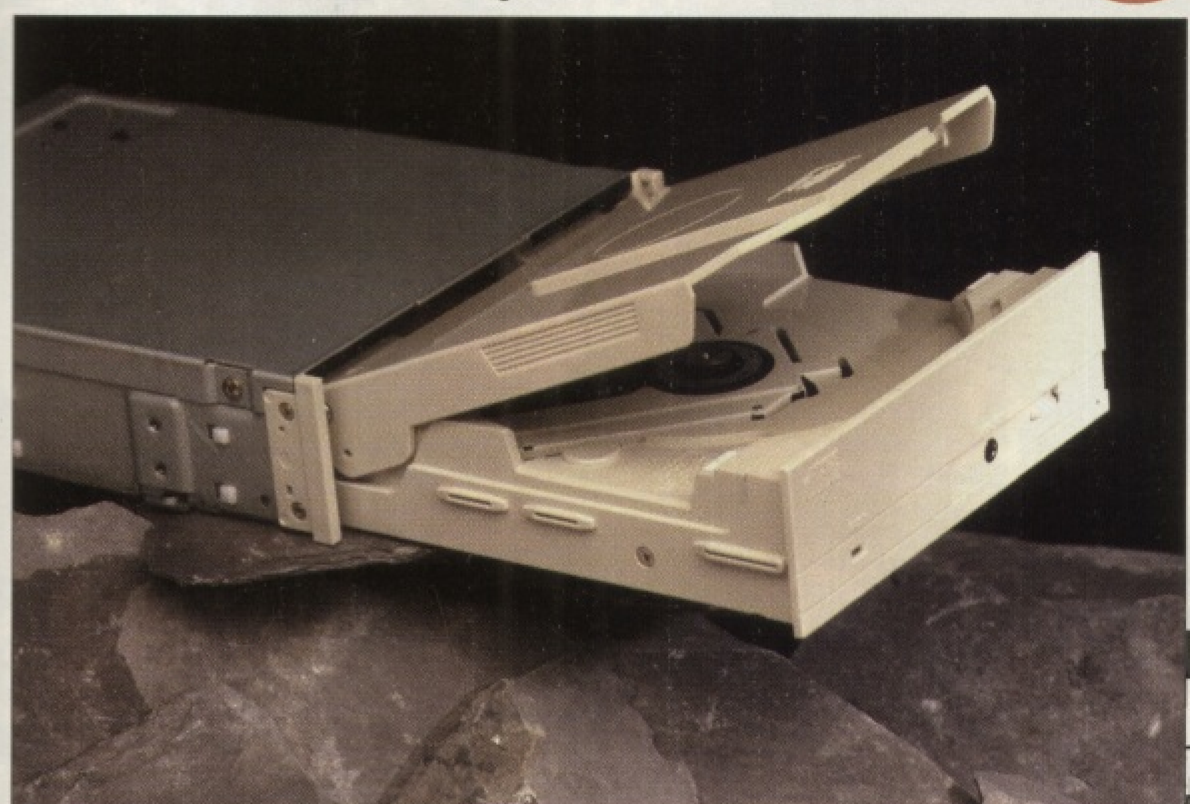
Don't waste your time looking for an eject button on the Mitsumi drive panel – there isn't one. Instead, the entire panel clicks in and out, allowing the drive tray to be pulled out. The lid is then hinged up and the disk popped into place.

Standard audio is available from a stereo jack socket on the front panel complete with volume control, but also at the rear though a miniature edge connector. The A4000 has a connector on the motherboard for just such an audio signal, and when you wire them together the CD audio passes out through the standard Amiga phono plugs. This means that you can use your monitor speakers to listen to your CDs, as well as hearing the normal Amiga error bleeps and sound effects from games.

The Mitsumi drive is a welcome addition and it makes exploring the latest PD CD a positive pleasure.

Silica Systems, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
Tel: 081 309 1111. Price:£116.33 including P+P.

80%



ARTWORKS CLIPART

Art clipart

If you use your Amiga for word proce video captions or DTP you'll need p images (known as clipart) at some t... of another. One source of clipart is PD libraries, but you can never be sure what you get is of any use. Another source are companies who make a living out of selling clipart. On the Mac and PC this is big business, with Clipart disks sometimes costing as much as £100.

Luckily on the Amiga they are a lot cheaper. One company specialising in low-cost pictures especially for the Amiga is Artworks. They are well known for high-quality black and white images

Artworks have now released two further disks, containing sporting images and frames and borders. Both disks cost a smidgen under eight pounds each and contain between 115 and 270 IFF, high resolution images.

Looking at the samples produced here, you can see that the images are of reasonable quality.

It's a great pity they are not in colour, but otherwise, given the low price and large number of pictures per disk, these two disks represent excellent value.

Artworks, 1 Pond View, Wootton, Ulceby, South Humberside, DN39 6SF Tel: 0469 588138 Price:£7.99 per disk including P+P (£7.00 if buying three or more).

86%



SCREENBEAT3

speakers

Does your Amiga sound squeaky through monitor speakers? If so, you should have a look at external units. SpectraVideo have just launched a set of new external speakers which will quite happily boost your Amiga's audio.

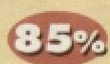
Named ScreenBeat 3, they offer 2 watts per speaker, and work off four AA batteries (power can be via an AC/DC power adaptor although this isn't supplied). They also offer magnetic shielding and booster circuitry.

The magnetic shielding cancels out the effect of the magnet used inside the speaker and allows you to use them next to your monitor or TV. Using non-magnetically shielded speakers near your monitor will, after a little while, harm your monitor, and leave you with, at best, a discoloured screen. Magnetic shielding is especially important with these speakers as they also come with mounting brackets, allowing you to mount them on the side of your monitor. Unfortunately, however, these brackets are a little feeble and not really ideal for long term use.

The boosting circuitry, as its name implies, is meant to increase the sound level. In tests I carried out however I couldn't tell much difference between these and another pair of 2 watt speakers that I use.

The *Screenbeat 3* speakers aren't outstanding, but do offer a low cost way of boosting the sound output of your Amiga, or Walkman for that matter, and provide reasonably faithful reproduction of the sound.

SpectraVideo, Unit 27, Northfield Industrial Estate, Beresford Avenue, Wembley, Middlesex, HA0 1NU £16.99 including P+P.



Art Department pro 2.5

TOP RATED

Jason Holborn enhances his image with ADPro 2.5, the latest version of ASDG's award-winning image processing program.

This impressive 24-bit image was generated using *ADPro*'s powerful alpha channel feature which allows several images to be formed together into a single composite picture.

ASDG's *Art Department Professional* (or just ADPro to it's friends) is undoubtedly the Amiga's premier application. *Brilliance* and *Deluxe Paint 4 AGA* may still pull in the punter's lolly, but *ADPro* has probably found its way onto the hard disks of more graphics enthusiasts and professionals than any other Amiga program. Whether you get your kicks from playing around with ray tracing, constructing multimedia presentations, DTP or just enjoy art for art's sake, *ADPro* is an indispensable tool. Unlike a conventional paint program like *Brilliance, ADPro* doesn't allow you to modify an image, you can't, for example, select a colour and draw onto the image in the same way that we take for granted in *Brilliance.* So why is *ADPro* so popular and what's so special about it?

ADPRO LAID BARE

ADPro **is not a conventional paint program. A paint program can best be described as a 'pixel editor',whereas *ADPro* is an 'image processing' program. Image processing programs like *ADPro* have two very handy functions – for converting images stored in one format to another entirely different format and for globally manipulating image data.**

AdPro's **role as a file conversion tool is very useful. Say, for example, you had a friend who owned a PC and he offered to provide you with some lovely 256 colour VGA pictures stored in '.PCX' format. Try as you might, there's no way you'll get them to load into *DPaint* because PCX files are stored using an entirely different system from the Amiga's IFF file format. With a program such as *ADPro*, however, you can load in your friend's PCX files and then save them out in IFF format ready to use with *DPaint. ADPro* supports many, many more file formats too – version 2.5 of *ADPro* will happily handle PCX, GIF, JPEG, IFF, BMP, MacPaint and many other file formats.**

Where *ADPro 2.5* really excels, however, is its vast range of image processing tools. These tools give you extensive control over every aspect of an image – the brightness, contrast, colour content, resolution, aspect ratio and you can even crop the image if you so wish. What's more, you can easily apply special effects to an image which will change its appearance completely. *ADPro*'s 'Antique' operator, for example, will give any image a sepia tone giving the impression of age.

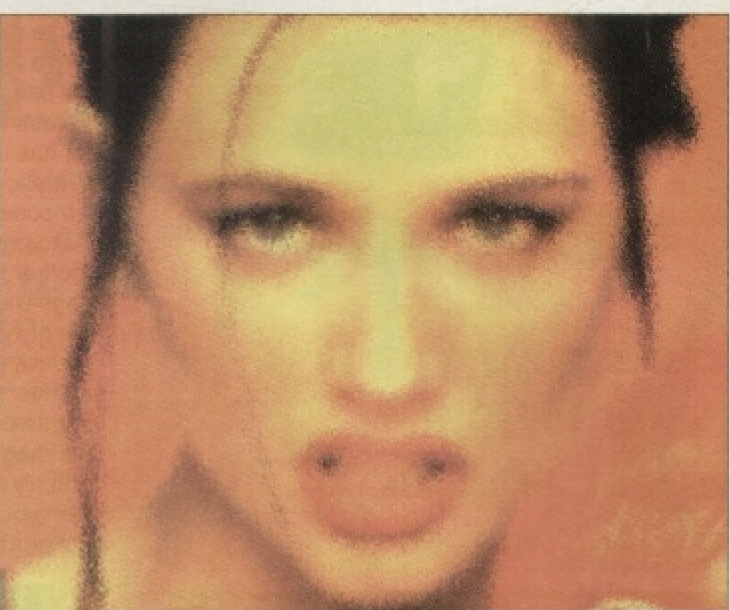
OUT WITH THE OLD...

ADPro certainly isn't a new product by any stretch of the imagination and updates aren't that uncommon either, but *ADPro version 2.5* is a bit special. Not only have ASDG enhanced the product's capabilities (which, let's face it, is what an update is supposed to do), but they've just about rebuilt the whole program from the ground up. The net result is a program that is about as similar to its predecessors as a brand spanking new Metro Turbo Convertable is to Tony Horgan's broken down Mini (complete with psychedelic paint job and humungous-bass speakers).

Whilst no one could ever doubt *ADPro*'s impressive power, ASDG's choice in user interfaces has certainly received more than a little flak over the years. That rather dull low resolution screen that broke just about every style guideline in the book gave *ADPro* a rather unprofessional feel that must surely have lost it more than a few potential PC and Mac converts. Thankfully ASDG have seen the light and version 2.5 of *ADPro* now boasts a completely new user interface that must surely be the answer to every *ADPro* user's dream. Gone is that dull grey screen and in its place is a user interface that complies fully with Commodore's user interface style guidelines.

...IN WITH THE NEW

ADPro 2.5's new front end is nothing short of a revelation. Okay, so ASDG should have complied with Commodore's guidelines years ago, but what the hell – now they've finally got around to it, they've really gone to town! Running under Workbench 2.0 (or greater), The new front end takes full advantage of the full array of standard system gadget types and resources (*ADPro 2.5* even runs as a Commodity). One of the most welcome additions is full support for re-targettable graphics which means that the *ADPro* screen and the rendered image display can be opened on any 24-bit graphics card or public screen that supports the Amiga's new display database.



Where have I seen this face – I think Jason is becoming obsessed. One of many effects possible with *ADPro*.

Changing a program's user interface can have drastic effects on the fluidity of a its operation (*DPaint IV*, for example) but *ADPro 2.5*'s new front end greatly enhances working with the program . One particularly nice feature is the ability to display the image you have loaded into memory within a standard Workbench window on the screen. You need to own an AGA machine to be able to get the very best from this feature (24-bit images don't look so great in 16 colours!). Being able to view your rendered image on the same screen as the *ADPro* controls is a real boon as it's so much easier to configure an image processing tool when you can actually see the image that it will effect.

COMPOSE YOURSELF

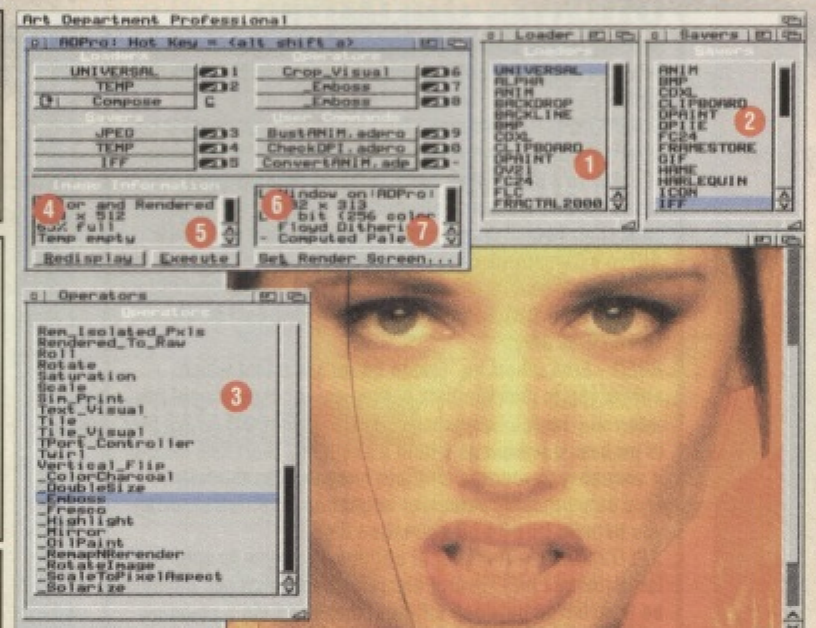
Surprisingly, there are very few changes or additions to *ADPro*'s powerful image processing 'Operators', although ASDG have managed to »

TOUR OF THE ART DEPARTMENT

1 *LOADERS* - Before you can perform any form of image processing you need to start by loading an image into *ADPro*'s 24-bit image buffer. Unlike most Amiga graphics packages, *ADPro* doesn't automatically assume that every single image file that you wish to feed it is stored in IFF format. *ADPro* uses special 'Loader' files which give the program the ability to handle a vast array of different file formats.

2 *SAVERS* - Not surprisingly, 'Savers' perform the same role as 'Loaders' but in the opposite direction - they convert the 24-bit image data held within *ADPro*'s image buffers into an external file in the file format of your choice. Not all 'Saver' modules will produce a file, however – some 'Savers' are actually device drivers that allow *ADPro* to directly 'save' image data to a device such as a 24-bit display card, without having to use the card's own driver software. *ADPro* comes complete with special 'savers' for a wide range of 24-bit cards such as OpalVision, GVP's IV24, the Harlequin, DMI's Resolver and the Retina card.

3 *OPERATORS* - Once you've loaded an image into *ADPro*, you'll want to manipulate it. Put simply, 'Operators' are disk-based modules, each of which performs a particular image processing function. *ADPro* offers a bewildering array of different 'Operators' - there's an operator to scale an image, another to convert a colour image to a grey scale, another to remove isolated pixels and so on. Because these operators are disk-based, adding new operators is very simple indeed as all you have to do is to copy a new module file into the 'Operators2' directory on your hard disk and *ADPro* will automatically recognise it.



USER COMMANDS **- Most operators have a very specific use and therefore won't do a great deal on their own. Combine several operators together, however, and you can get some very impressive results indeed. *ADPro* allows you to create these 'super-operators' using *ARexx*, the powerful task communications language bundled free with all Amigas. By writing *ARexx* scripts that directly control *ADPro*, some very powerful effects can be produced. These can then be executed from within *ADPro* by placing them into a special directory called 'Commands2'. When *ADPro* is run, a list of all available *ARexx* scripts is placed into this window.**

***ADPro 2.5*'s new interface is certainly a vast improvement over the dull low resolution screen that *ADPro* users loved to loathe.**

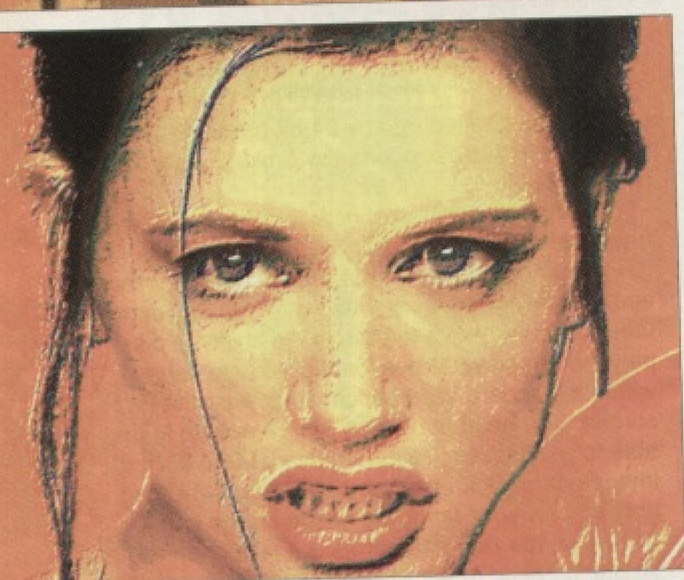
4 *IMAGE INFO* - The Image Information box displays all sorts of useful information about the currently loaded image file, such as the type of image (rendered image data etc, colour, grey scale etc), the resolution of the image, how full *ADPro*'s image buffers are and the status of the temporary memory buffer.

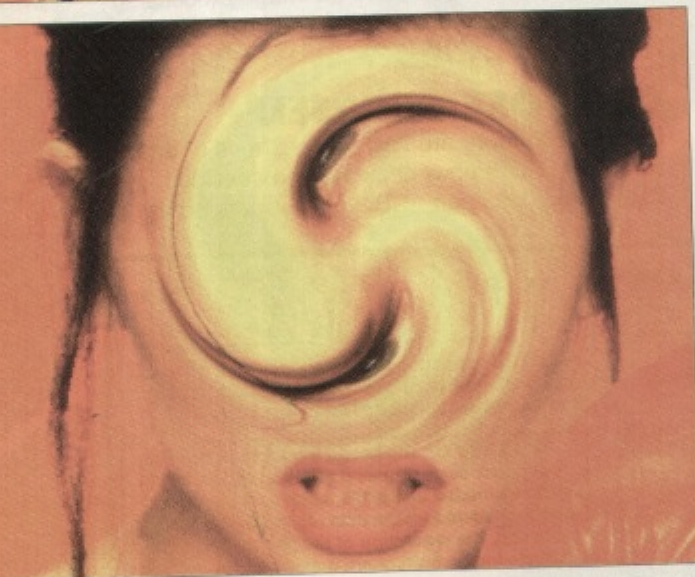
5 *EXECUTE* - When you load an image into memory, it will not automatically be displayed. In order to display your image, you need to click on the 'Execute' gadget which instructs *ADPro* to take the raw 24-bit image data it has stored in memory and convert it into a rendered image which can be displayed on the screen. This rendered image data can be displayed on the main *ADPro* screen or within its custom screen.

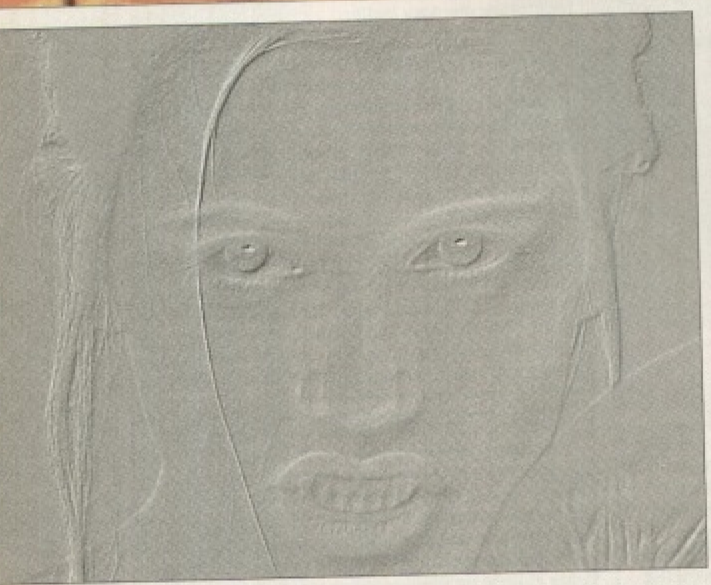
6 *CONFIGURATION* - The configuration box displays information on the current *ADPro* setup. This includes the current dithering pattern, the palette setup and the depth and size of the screen used to display rendered image data.

7 *RENDER SCREEN* - Clicking on the 'Render Screen' gadget allows you to control the screen mode of the screen that the rendered image data is displayed within. *ADPro* fully supports the standard Workbench screen mode selector and so there's no reason whatsoever why the *ADPro* screen and the rendered image data cannot be displayed on any graphics card that supports re-targettable graphics.









Here's just a small selection of the weird and wonderful effects possible with *ADPro*'s powerful image processing tools.

» rewrite most to take advantage of *ADPro 2.5*'s new look and you can now use an *ARexx* script as an operator in its own right. One area that has undergone more than a cosmetic overhaul, however, is the new compose tool which allows you to combine several images together into a single composite image (not to be confused with the type of video signal).

Unlike previous releases, you can now specify a range of colours as transparent when overlaying one image on top of another. This certainly comes in very handy when you want to remove the background from an image.

OVERLAYS

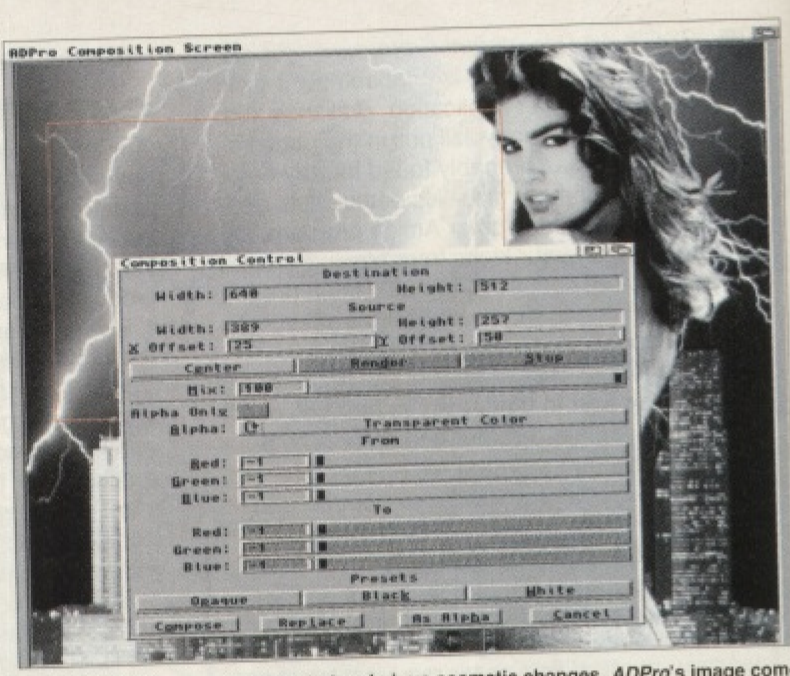
Say, for example, you wanted to overlay the image of an aircraft onto a backdrop image but the background colour behind the aircraft was more than just one colour (a range of blues, for example). All you'd have to do is tell *ADPro 2.5* to remove all blues between two RGB values and Bob's your uncle – one aircraft minus its background.

ADPro 2.5's alpha channel support has been brushed up considerably too (an alpha channel is simply a method of pasting one image on top of another. It's different from normal paste operations in that a third file, a matte file sets the amount of the foreground image visible.)

With version 2.5 of *ADPro* you can now specify an alpha channel in a non-IFF format so the foreground image to be composited doesn't have to be converted first. You no longer have to ensure that your alpha channel images are grey scale either – if it's is fed a colour alpha channel image, it'll automatically convert it on the fly.

CONCLUSION

If Cindy Crawford was to be transformed into a computer program, she'd almost certainly be *ADPro 2.5*. *ADPro* always has been a great program and this latest release certainly does nothing to tarnish that view. Indeed, version 2.5 is such a



Apart from the obvious cosmetic changes, *ADPro*'s image composition tools have undergone the greatest enhancement.

vast improvement over previous releases that it's like using an entirely new program altogether.

If you already own *ADPro* (and getting your hands on Cindy Crawford isn't an option) then you simply must upgrade to *ADPro* version *2.5*. After little more than a few minutes with this new release you'll wonder how you ever worked with that dull grey *ADPro* screen of old. Although it may not offer much in the way of new image processing tools, *ADPro 2.5* is so much easier to use and a lot more intuitive. If *ADPro* is still a stranger to you, then there's never been a better time to jump on the image processing bandwagon.

Although it may lack some of the more visually pleasing effects offered by programs like ImageMaster and ImageFX, nothing can match it for raw image processing power. If you want a workhorse and not a wimp, look no further than *ADPro 2.5*. CU

UTILITIES UNLIMITED

Bundled free of charge with *ADPro 2.5* are a number of new and enhanced utilities that extend the package still further.

CINEMORPH – Cinemorph? Isn't that a GVP product? If so, what's it doing in the same box as *ADPro2.5*? Well, actually *ADPro*'s Cinemorph and GVP's morphing program of the same name are actually entirely different programs altogether (which would seem rather naughty of ASDG!). *ADPro*'s Cinemorph utility is what ASDG call a 'Drop Frame Processor'. That is, it allows you to convert between different film and video frame rates. Definitely a tool for the videophiles only.

FRED – Fred (short for 'Frame Editor') is a tool which allows you to manage lists of files or – as they should be referred – image 'sequences'. Fred can instruct *ADPro 2.5* to process each image within a sequence therefore making it very easy to process multiple images automatically. Fred also provides extensive animation facilities allowing you to build true 24-bit animation files.

SPLITZ/JOINZ – This pair of utilities allow you to split very large images into several discrete chunks that can easily be transferred between different machines via a standard floppy disk. ASDG kindly provide versions of these utilities for the Amiga, the PC and the Mac.

SENTRY – Monitors a given directory and then performs an *ADPro* ARexx script whenever a new file appears within that directory. Can be particularly useful if you are using a ray tracing program to generate 24-bit frames for an animation and you wish *ADPro 2.5* to automatically perform a given image processing operation on each frame.

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EASE OF USE 90%
ADPro's new Workbench 2.0 compliant user interface certainly makes the program much easier to use but ADPro is still a complex tool.

VALUE FOR MONEY 81%
Compared to similar programs on the Mac and PC, ADPro 2.5 is an absolute bargain!

DOCUMENTATION 89%
ADPro 2.5's manual is clearly written, well organised and easy to follow.

FLEXIBILITY 83%
No other Amiga image processing program even comes close.

> *If you want real image processing power, forget the rest and get ADPro 2.5.*

OVERALL 94%



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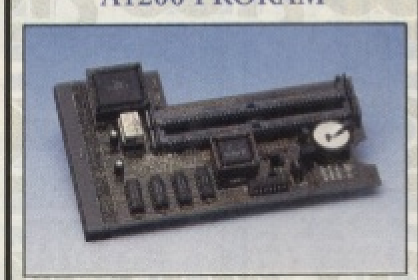
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MONITORS

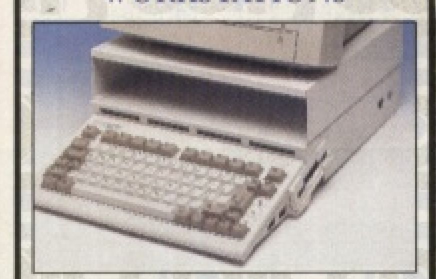


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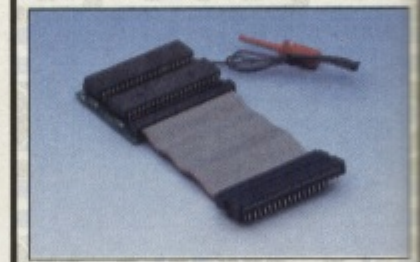
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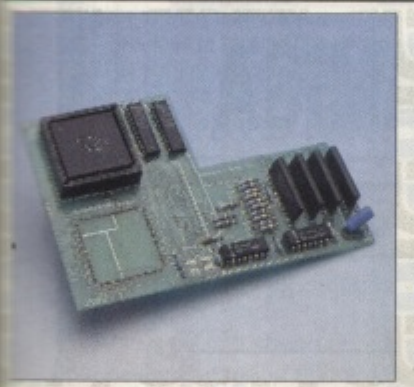
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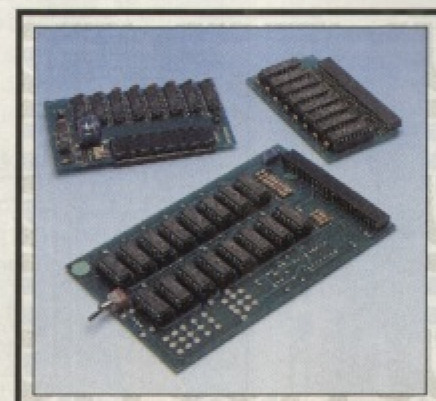




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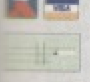


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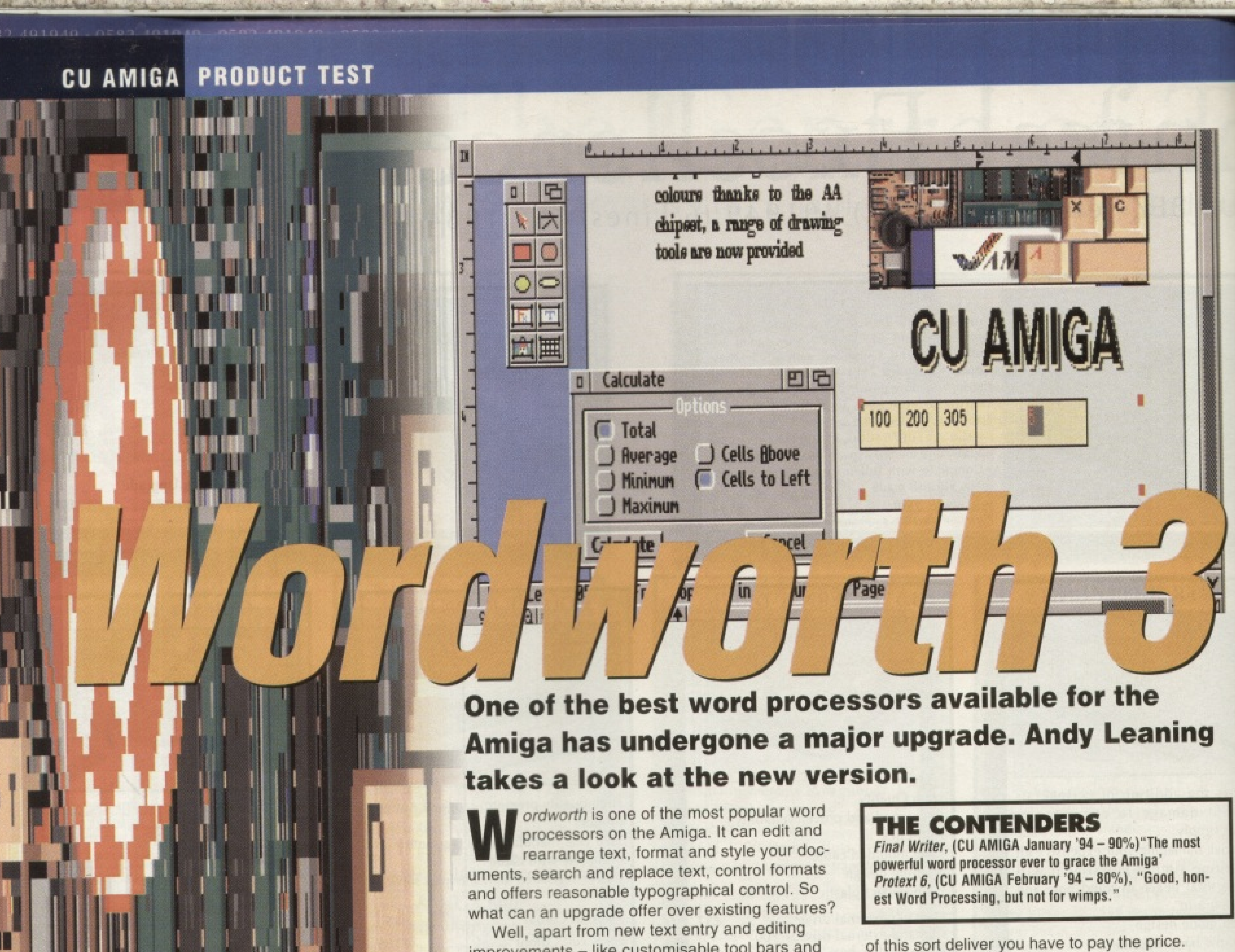
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Wordworth 3

One of the best word processors available for the Amiga has undergone a major upgrade. Andy Leaning takes a look at the new version.

Wordworth is one of the most popular word processors on the Amiga. It can edit and rearrange text, format and style your documents, search and replace text, control formats and offers reasonable typographical control. So what can an upgrade offer over existing features?

Well, apart from new text entry and editing improvements – like customisable tool bars and automatic correction of errors, *Wordworth 3*, has taken a bold step forward. Not only have Digita increased the text manipulation functions, they've also taken *Wordworth* into the realm of DTP. *Wordworth 3* now has a range of drawing tools built-in, *PageStream*-style object control, and special text effects which can rotate, spiral and angle text. *Wordworth 3* also has a host of features that are now common on PC word processors, such as table creation, glossary functions, and a mini spreadsheet.

IT WAS THIS BIG!

Wordworth 3 is a big program, consuming a whopping 5Mb of RAM. However, you can get around this by using its partial and custom install procedures. These options allow you to leave out certain features thus freeing up some space in your memory. You can, for instance, chose not to install the graphic and text import modules, Digita clipart or the tutorial documents etc. The minimum installation still eats up over 3Mb of space, but if you want the kind of power programs of this sort deliver you have to pay the price.

PageStream-style object handling in a word processor! *Wordworth* can combine, group, stretch and resize objects just like *PageStream.*

> **THE CONTENDERS**
> *Final Writer*, (CU AMIGA January '94 – 90%)"The most powerful word processor ever to grace the Amiga'
> *Protext 6*, (CU AMIGA February '94 – 80%), "Good, honest Word Processing, but not for wimps."

Wordworth 3 also complies with Commodore guidelines on requesters (the boxes that pop up whenever the program needs information from you). The requesters now come up in Workbench standard windows and gadgets which can be moved, minimised and sent to the back and front, you can also change the font used within them.

Several requesters (Find and Replace for example) will also allow you to continue editing text while they are still open, you don't have to click on a button closing the requester before editing again. Although there are only a few commands that offer this option, it is a welcome one – how often have you selected Search and Replace, only to find you can't remember what you wanted to search for? With these Modeless requesters, as they are called, you can move the window aside, and refer to your copy to refresh your memory – brilliant!

The tool bar has also been improved. You can now configure the tool bar to hold any features that you use regularly. It has more buttons and can be moved around the screen or put in a window. There over 100 commands available, which if used will quickly fill the screen up with icons, or worse, result in your Tool Bar running off the edge of the screen (particularly in lower resolution screens). But, to resolve this problem you can now make the icons smaller.

One of the most productive features of *Wordworth* is the auto correct facility. This is an automatic error correction system, which spots and replaces your mistakes as they are made. It works by checking the text you have just entered using its library of frequently mistyped words and on finding one swops it with a correct word. You

LATE NEWS!

As I was finishing this review we received news that Digita were working on an upgrade. In addition to correcting many of the silly errors, the new version 3.0a will also apparently be faster, and have several new features.

Hopefully, this new version will correct the silly problems that have prevented us from giving the reviewed the higher score it really deserved.

We hope to receive this version next month and we will be putting *Wordworth* and *Final Writer* up against each other in a head-to-head in our June issue.

Watch this space.

can add your own commonly mistyped words and alternatives to the library. For instance, whenever I enter 'TEH', *Wordworth* changes this to 'THE', and does this so fast, I don't even realise I made a mistake!

Also, you can speed up your typing by using the facility to expand abbreviations. My *Wordworth*, for instance, now changes 'CU' to 'CU AMIGA', Commodore has been abbreviated to 'C', whilst *Wordworth* is entered as 'WW'. If you use a word regularly this process can really make a difference to how fast you can get a job finished.

The *Wordworth* text effects add visual impact to any document. Dragging out a text effects box and clicking on it will bring up a requester. From here you can summon up various special effects, normally only available in a graphics package. Text effects include the ability to create a diverse number of typestyles and effects, including rotating text around an arc or circle, angling it, or adding shadows.

With features like text effects, Wordworth is very similar to a DTP program. In fact, the new version is closer to a desktop publishing program than any word processor yet seen on the Amiga. In many respects, *Wordworth* now operates more like *PageStream* than a word processor. Although basic text entry and editing are still based around a blank sheet of paper on which you write, most other elements (graphics, tables, boxes etc) are positioned as floating objects, and can be moved, resized, edited, removed and grouped at will. Just like *PageStream*, resizing an object or group will change all the dimensions within the object. Taking a box with a circle in it and stretching it sideways, for instance, will change the box to a rectangle and the circle to an oval.

The only real difference to *PageStream* is how *Wordworth* handles text boxes. Taking a standard text box and resizing it will have no effect whatsoever on the text size. Stretching or condensing a Text Effects box has more impact. But even here it will only change the font to the closest point size, whereas *PageStream* will change the height and width of text independently. *Wordworth 3* also has a selection of graphics tools (box, rounded corner box, circle, oval and lines). These can all be edited, allowing you to specify internal fill colour, border colour and thickness.

IS IT A SPREADSHEET OR A WORD PROCESSOR?

Creating tables is very easy: simply select the table tool from the toolbar and then drag a box out to the desired size. This creates a box, sub-divided into smaller boxes called cells – effectively it is a table. Further rows and columns and text can be added. The colour and style of the table border and cell lines can all be manipulated easily, although you can't change the border style of individual cells.

Tables can also be used for simple calculations, mimicking a very basic spreadsheet, with operations such as sum, averages and totals possible in both columns and rows. Although limited in its operations, this mini-spreadsheet provides all that most users will need.

Picture import was never an outstanding feature of *Wordworth*, because it was pretty slow no matter which system you used and the printed images were poor. However, whilst still just as slow, *Wordworth 3* has dramatically improved picture printing facilities. Previously the program would convert the picture to the colour pallet range used for display, and then print this, now *Wordworth 3* retains the original data and the printed version works from this which gives a better quality print out. In terms of file formats Digita have really gone to town and supported many of the major non-Amiga formats:PCX, BMP, TIFF, GEM IMG, GIFF, and of course IFF. The import facilities even cater for structured clipart through CGM, GEM and DR2D although there's no support for GoldDisk CLIPP format.

PROBLEMS

Despite the numerous improvements, and many new features, *Wordworth 3* still has several major flaws. Existing *Wordworth* users will be disappointed to find that the import and redraw speed of pictures has not improved.

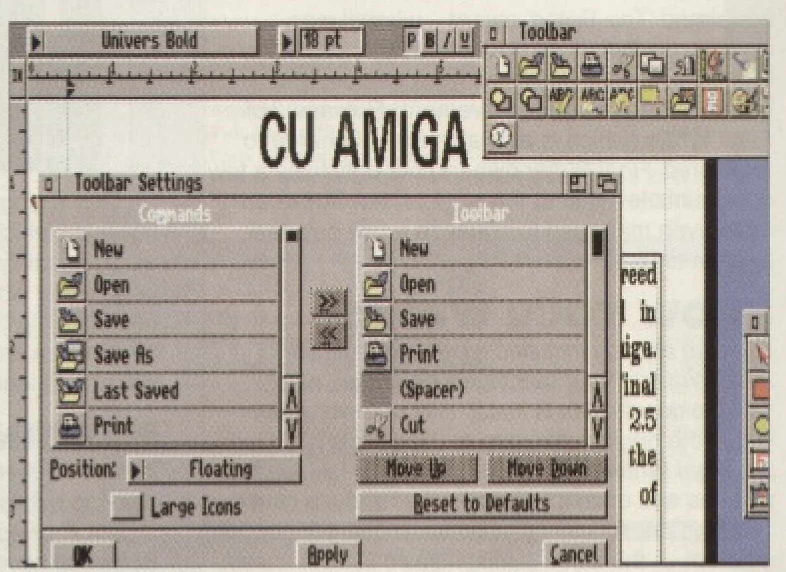
Also, given the change of direction towards DTP and the numerous new graphical facilities it is disappointing that there aren't any print preview or landscape printing options. The programs inability to handle Amiga standard structured clipart is a big omission. The absence of GoldDisk 'CLIP' format, is strange as it is practically the standard Amiga graphics file format.

These features, whilst annoying, are forgivable. What isn't forgivable is the large number of flaws and straight forward errors. *Wordworth 3* has bugs, horrible creepy crawly things with long legs. Some options don't work as documented, some operations crash, others throw up (almost literally) strange discrepancies.

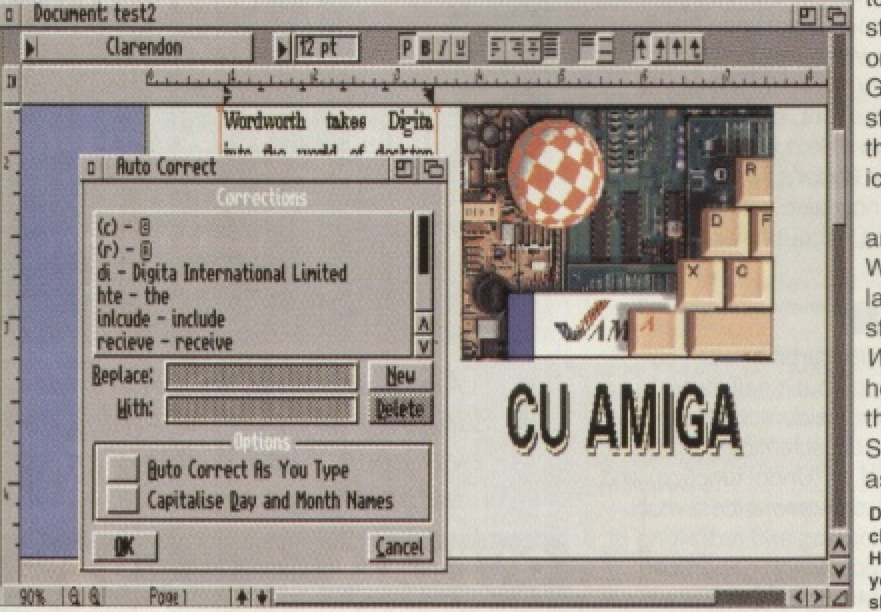
Problems like opening a window revealing debug information when printing, text disappearing when changing the line spacing, not saving settings even though you selected the 'save setting' command and crashing when importing Ascii files are all problems that should have been spotted at beta test stage and should never have made it to a release edition. Whilst these problems remain I can not honestly recommend *Wordworth 3*.

CONCLUSION

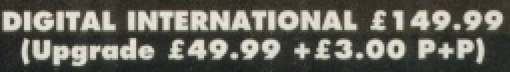
Wordworth 3 is a potentially great piece of software and certainly has the power to rival *Final Writer*. However, the version reviewed (3.0), had an unacceptable number of silly bugs and I feel that I cannot recommend other WP users change. Existing *Wordworth* owners should consider what they want and only upgrade if they need the DTP features – otherwise wait for 3.0a.



Wordworth 3 makes it easy to customise the Toolbar. Select the commands you want on the Toolbar and away you go.



Digisense and Autocorrect can change text for you as you type. Here you can teach *Wordworth 3* your mistakes and what they should be replaced with.



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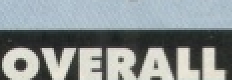
EASE OF USE 94%
Pretty simple most of the time, although for some functions you'll need the manual.

VALUE FOR MONEY 80%
£20 more than Softwoods Final Writer, for practically the same power.

DOCUMENTATION 90%
A good manual, with helpful tutorials.

FLEXIBILITY 90%
Loads of different features, does everything you'd want from a word processor and a lot more.

"If the bugs are ironed out Digita will have a winner."



OVERALL 75%

Jason Holborn takes a look at the latest upgrade of the Amiga's premier word processing package.

Final Writer Release 2



There's nothing fishy about *Final Writer!*

Even with the release of Digita's much-hyped *Wordworth 3*, Softwood's *Final Writer* still rules the roost as the most powerful word processing package available for the Amiga, scoring a massive 90% – not to mention CU AMIGA's acclaimed 'Top Rated' award – when it was reviewed within these very pages little more than four months ago, Softwood have decided that there's still room for improvement. *Release 2* of *Final Writer* (which is available free of charge to registered *Final Writer* owners) not only fixes a few complaints levelled at the original, but Softwood have even managed to squeeze a few new features in to boot.

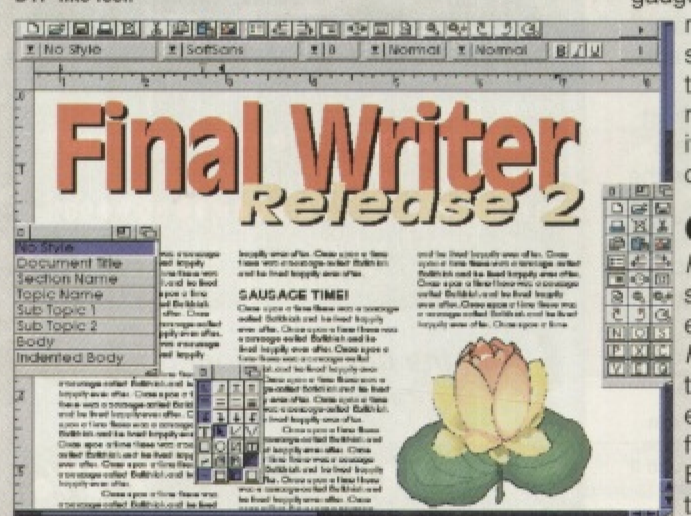
KNOW YOUR WRITES

If you've already installed a previous release of *Final Writer* to your machine's hard disk, all you need to do with this is install disk one which overwrites the original program and replaces a few of the *Final Writer* system files. This only takes a few minutes and once it's done you're ready to start.

Upon booting up *Final Writer*, it doesn't look too different — the same familiar 'Word For Windows'-like front end appears complete with *Final Writer's* pretty icon strips and rulers which run down the top and left-hand side of the page.

One complaint which was levelled at the original release of *Final Writer* was the lack of any form of 'Undo' feature. This meant that if you accidentally managed to delete something from your document, be it a section of text, a text box or a graphic image, there was no way of rescuing your document. Thankfully, *Release 2* of *Final Writer* fixes this with the addition of both an 'Undo' and 'Redo' option which effectively restores your document to original state before the last change was made. It's surprisingly intelligent too — if there's nothing in *Final Writer*'s 'Paste' buffer when you select 'Undo', the last sentence that you typed will be removed.

***Final Writer*'s new floating menus give the program a more DTP-like feel.**



Only a single operation can ever be undone, however, which is surprisingly limiting. *Final Writer* would certainly have benefited from a much larger undo buffer which would allow a whole series of operations to be undone – programs like *Cygnus Ed* offer such a facility and they're a real bonus when you do manage to make a total hash of things.

FLOATING MENUS

If *Final Writer* didn't already look enough like a desktop publishing program to make even the most ardent *ProPage* fan take a second glance, Softwood have extended *Final Writer*'s user interface still further with the addition of *PageStream*-like floating menus. DTP fans will welcome the addition of these handy little windows, packed with gadgets, as they allow instant access to the program's many features without having to resort to the rather laborious task of sifting through pull-down menus. What's more, because these gadgets are all grouped together within little windows, you can reposition them anywhere on the screen should they start to clutter the area that you are working on.

The floating menus aren't really an extension to *Final Writer*'s user interface – they simply provide a welcome alternative to *Final Writer*'s existing button strips. Placing the tools gadgets into a floating menu is particularly welcome now that *Release 2* of *Final Writer* allows you to toggle between the tools strip and a brand new 'Font/Style' strip. This all new gadget strip provides a very 'Word for Windows' method of changing the font, style and point size of a selected area of text without having to wade through *Final Writer*'s various requesters. You can now also select bold, italic or underlines text without having to change the actual font.

CONCLUSION

Release 2 of *Final Writer* certainly can't be seen as a major upgrade but it definitely enhances the product considerably. Not only is *Final Writer* now more conscientious (thanks to the overdue addition of an 'Undo' function) and easier to use, but it also seems to be a much faster beast too. The loading and redrawing of EPSF (encapsulated postscript) Clipart certainly seems to have been given an extra burst of speed, as have *Final Writer*'s comprehensive selection of drawing tools. All these enhancements combine together into a flawless whole that is sadly an unfamiliar sight in the Amiga market.

With the release of *Wordworth 3*, the choice between the two products is no longer so clear cut. *Wordworth 3* certainly offers a number of features which *Final Writer* lacks – table generation and Wordworth's spiffing 'text effects' being just two examples – but for raw word processing power and the sort of rock-solid reliability that users demand, *Final Writer* is still king. If you want the ultimate in Amiga word processing, look no further than *Final Writer.*

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EASE OF USE ◆◆◆◆◆◆◆◆◆◆ 90%
The addition of floating menus and an improved font/style strip makes Final Writer a joy to use.

VALUE FOR MONEY ◆◆◆◆◆◆◆◆◆◆ 81%
If you want a program that gives near MicroSoft Word-like power for considerably less money then Final Writer is for you.

DOCUMENTATION ◆◆◆◆◆◆◆◆◆◆ 89%
Softwood have always produced great manuals and Final Writer's manual is certainly no exception.

FLEXIBILITY ◆◆◆◆◆◆◆◆◆◆ 83%
May not quite rival MicroSoft Word on the PC but it's damned close.

> *About as close to a Word for Windows-killer as the Amiga has ever seen. Final Writer is an astonishing program.*

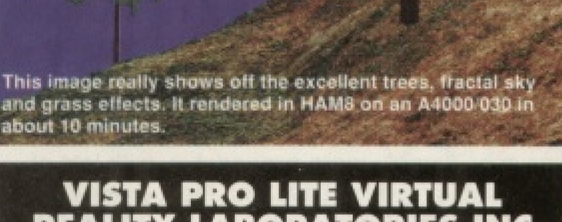
OVERALL 92%

Virtually fat free? No added sugar? John Kennedy looks at the healthier alternative to an Amiga classic: Vista Pro Lite.

Vista Pro Lite



Using the 'time of year' option in *Vista Pro Lite* will automatically colour the trees.



This image really shows off the excellent trees, fractal sky and grass effects. It rendered in HAM8 on an A4000 030 in about 10 minutes.

Amiga graphics fans know it already: if you want to generate realistic computer landscapes you need the Virtual Reality Laboratories' program *Vista Pro*. The only problem with *Vista Pro* is that in order to utilise the 24-bit and AGA colour hi-resolution image options of *Vista Pro 3.0*, you need a whopping 6Mb of RAM in your computer. This might be okay for the average A4000 owner, but what about all those A1200s with a standard 2Mb?

Now the new *Vista Pro Lite*, a cut-down version of *Vista Pro* has been written specifically for 2Mb computers. In fact, on the box there is a big gold sticker which says "Requires only 2Mb RAM!" just so you know for sure. And if, during a particularly large rendering, any large images burst through this limit, data is temporarily stored on disk. However, this means that you still need a hard disk, so until Vista Pro Helium-Lite appears, you will still need a little extra kit.

HOW LITE EXACTLY?

Vista Pro produces amazing pictures, but in order to squeeze them into limited memory with *Vista Pro Lite*, the full-colour 24-bit options have been taken out. The colour options are now limited to 256 colours or HAM8, which still offers a hefty 262,000 different shades and look excellent. All AGA modes are supported which allows some very large and detailed images to be produced – nowhere as large as the 4096 by 4096 formed by *Vista Pro*, but it is certainly enough to be getting on with.

Apart from the image size, not a lot has been removed from the *Lite* version. Buildings and roads (no matter what it says on the box) are gone, as have backdrops and foregrounds. Some plant life has also become extinct and *ARexx* is no more.

However, you still get several types of trees, fractal clouds, stars, a wireframe preview and excellent image quality.

BUT WHY?

Yeah, yeah I know what you're going to ask. Why would anyone want to spend hours rendering images? Well I don't know, okay? But I do know that I do it because it's fun. Planting trees, making rivers and lakes, switching clouds and stars on and off... it's a good feeling being God.

The scripting options provide ways to make animations, which can provide weeks of entertain- ment as you finish your jet flight around the Grand Canyon. The canyon is just one of several disks supplied containing official geographical data covering parts of the US and Mars. More disks are available (although again, only of the US and Mars) and rumours about CD-ROM versions are very promising.

The main control panel. Load landscapes, add rivers and trees and then select the render option and watch TV for a bit.

CONCLUSION

There are few snags with *Vista Pro Lite*. The Viewer Programs claims it can spool images directly off hard disk, but I have found that it refuses to work with certain makes of drive. Also, trying to get a IFF-Anim format is difficult, as *Vista* insists on its own format. Messing with the colour palettes can be frustrating. The images tend to bit a little on the dark side, which means if you have *Art Department* or *ImageFX* you might need to recalculate the dynamic range. Nonetheless, these minor niggles aside, *Vista Pro Lite* is a great program, and now 2Mb Amigas can join in on the fun.

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EASE OF USE 90%
Point and click... wait ten minutes and the job's a good 'un.

VALUE FOR MONEY 80%
Good value, although the full version is only a tenner dearer. Think carefully...

EFFECTIVENESS 95%
Great pictures. They still look quite artificial, but could you draw better with Deluxe paint?

FLEXIBILITY 75%
Animation support is iffy. Add-on packages such as MakePath and Terraform add advanced features.

INNOVATION 80%
Cutting edge stuff, well it was a few years a go.

"A welcome product for 2Mb Amiga owners."

OVERALL 88%

GVP A1291

John Kennedy falls in love with the new A1291 SCSI card from GVP.

CU AMIGA TOP RATED

Wise saying number 16: "The trouble with the A1200 is that there is only one trapdoor, so you can only fit one peripheral at a time." Not so, glasshopper. The GVP 1230 Turbo II is the fastest thing on no legs which can be fitted to the A1200. I know this because I sat one next to an A4000/030 and set them both ray-tracing the same picture.

The A4000 had a 25MHz 68030 and a 25MHz maths co-processor, and the A1200 had the GVP board with a 50MHz 68030 (with MMU) and a 50MHz maths co-processor.

If all those numbers don't mean anything to you don't worry — basically they explain why the A1200 ran more than twice as fast as the A4000 and rendered images in less than half the time. What a bummer for A4000/030 owners like myself...

I consoled myself with the fact that the A4000 was considerably more expandable, with lots of Zorro slots and drive bays. But then, through the post, came the A1291 — a card offering to expand the A1230/II with a standard SCSI interface based on GVP's legendary FaaastROM technology. Oh drat.

SCUZZY?

The A1200 has two trapdoor expansion slots. Don't believe me? Well look at the back of the A1200, at the end where the floppy disk juts out. See that little hatch way? GVP certainly did, and they put it to a darn good use as this is where the A1291 fits in.

The SCSI card is tiny. At one end there is a small edge connector, and at the other end there is a female 25-way D-connector.

Fitting the card is child's play compared to squeezing in the accelerator. Pop out the little hatch at the back, slot the card in nice and straight and then screw it into place through that spare hole in the bottom of the A1200 case. Ever wondered what that hole was for? Now you know. It's like it was made for the A1291. Someone from GVP must have sneaked into Commodore HQ and drawn it onto the original A1200's plans. You can open the trapdoor to help guide the SCSI card into the socket on the accelerator if you wish, although I didn't need to. Then switch on, sit back and let the supplied software check the card is there and working, and prepare any SCSI devices.

NOW WHAT?

With the SCSI interface present and running, your only worry is what you connect it to. The most obvious choice is a nice big hard drive. Or seven nice big hard drives because unlike IDE, the SCSI interface allows up to seven devices to be daisy-chained together. The only problem with this lark is that you will probably need to be at least a little confident about using a screw-driver. The SCSI connection part is dead easy (only a matter of cable), but you'll also need to house the drives and get a suitable 5/12 volt power supply sorted out.

Several Amiga dealers should be able to help you on this front, as will any PC or Mac supplier worth their salt. It shouldn't take too many telephone calls before you've sorted out a nice smart enclosure and suitable PSU (power Supply Unit). (Try the RocMate hard drive case from Silica).

Getting the SCSI drive is easy too, get a PC mag and look in the small adds. SCSI is one of those oh so rare things — a standard that actually works. I had two SCSI drives lurking around, and both worked perfectly when connected via my home-brew lead.

There may have been wires sticking out everywhere, but I did have a 50Mb SCSI drive running at a very respectable 1Mb/second transfer rate. More modern drives should be able to increase this speed, which would make playing back sounds and animations from disk a lot smoother all round.

CONCLUSION

If you already have the A1230/II then you must keep an eye out for the expansion possibilities of the A1200. Adding the SCSI card allows you to release even more of the A1200's potential and will permit the addition of removable hard drives, CD-ROM players, flopptical/optical disks and tape back-up systems. There is only one word for this card: cunning.

It fits so cleverly into the A1200, that at no point do you need to open the A1200 and void the warranty. That is sheer cunning. CU

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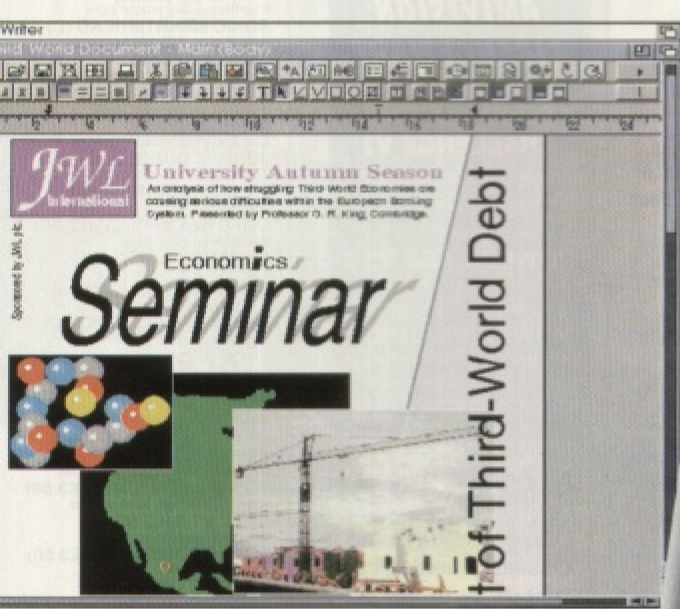
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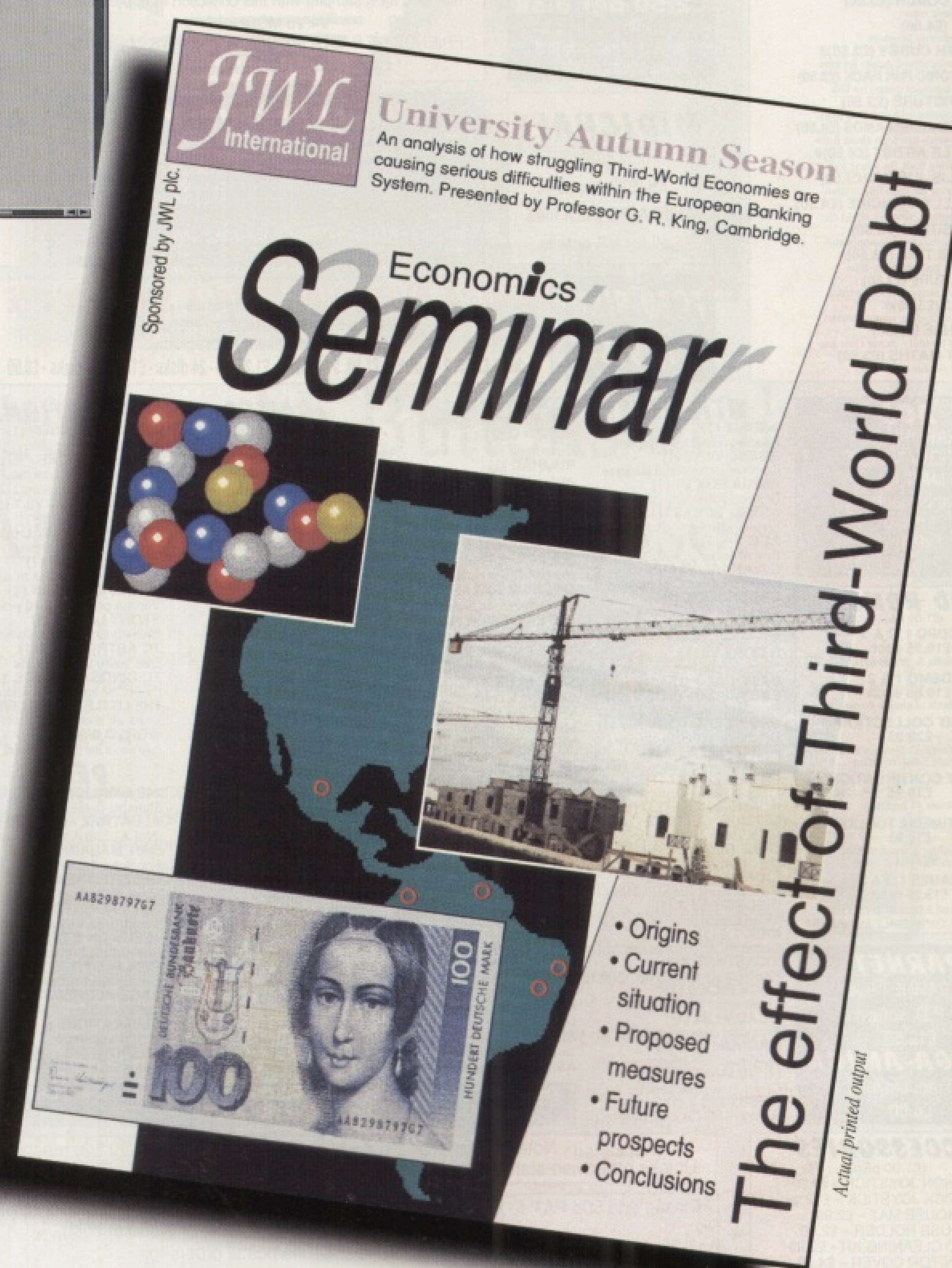
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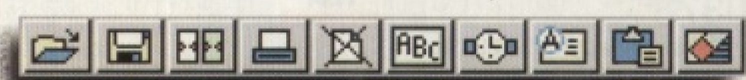


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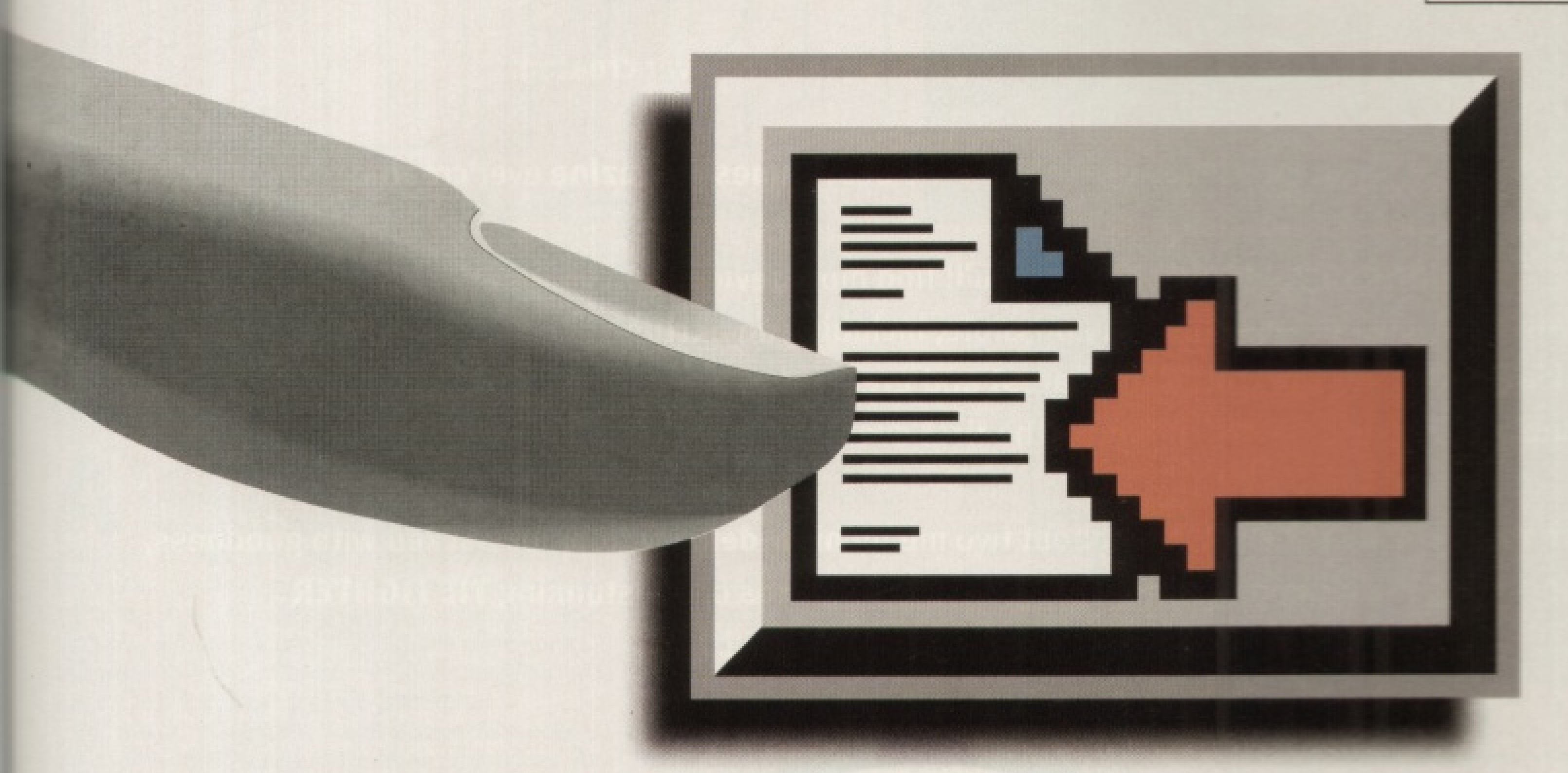
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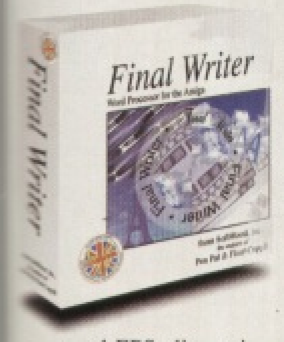
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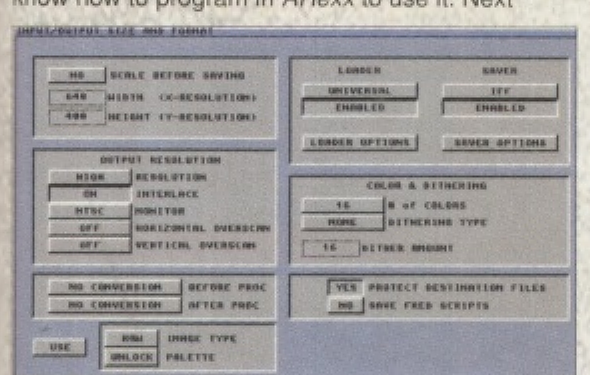
Multiframe for ADPRO

Art Department is one of the Amiga's foremost image processing packages. Mat Broomfield considers the merits of a program which claims to make Art Department even more productive.

The program automatically generates its operator list by patching into your Morph Plus or *ADPro* operators directory.

A*rt Department Pro* (*ADPro*)is a truly amazing package and one which has become indispensable to anyone that uses Amiga graphics. Whether you work in video, still frame or 3D animation, this program has something to offer. It provides the user with a large selection of image processing tools, ranging from simple ones such as screen format conversion, to more complex options like the ripple and tile operators.

However, these tools are all designed to operate upon single images, rather than sequences. At first, ASDG (the program's manufacturers) tried to overcome this problem by incorporating *ARexx* support into the program. This meant that it was possible to write batch processing scripts. The main trouble with that solution, is that you need to know how to program in *ARexx* to use it. Next came FRED, a list manager that was a tad better than *ARexx*... but not much!



On a simple level you can just use MultiFrame as an image format convertor, transforming single frames or animations from one file format and resolution to another.

Then a guy called Doug Cranes wrote his own batch processor called *Pro Control*. This was the first program that let the user access all of *AdPro*'s features without using the keyboard. Still, it wasn't anywhere near as friendly as it might have been.

Now at last, from Macro Systems US, comes a program that makes multiple frame editing as easy as single frame work. *MultiFrame* is a companion program for *ADPro* which allows users to control the processing of sequences of frames with the same ease as single frame processing just using *ADPro*.

WHAT'S IT ALL ABOUT ALFIE?

The program runs in conjunction with *ADPro* or *MorphPlus*, and requires 1Mb of additional RAM to load it. If you want to work with 24-bit images, you're really entering the memory super-league in terms of the amount you'll need to use the program. I ran it on a 6Mb machine. *ADPro* immediately gobbled up 3Mb, *MultiFrame* took 1Mb and even a simple HAM-8 image stole another 0.5Mb. When I came to perform a single ripple effect, I just didn't have enough memory left over for the buffer required to perform the effect. Still, there are simpler effects, and I was able to perform these without trouble.

Multiframe hooks into *ADPro*'s loader, saver and operator directories in order to ascertain what effects, etc it will support. These are then presented in various menus throughout the program. You can then select the base name of a series of frames, Frame.0001 for example.

After specifying the number of frames, the program will automatically load the subsequent frames as required, and perform the specified effect before saving the modified frame in the image format of your choice (IFF, TIFF, PICT, PCX or many others). This enables you to automate a process which would otherwise require hours of supervision if done manually.

Better yet, and unique to this program, is the fact that you can define effects over a set period of time. So, for instance, you could create a series of ripples which gradually grow and then diminish over 100 frames. Ideal for simulating rain! Or what about a gradually decreasing motion blur that simulates a moving object coming into focus? The possibilities are absolutely staggering, and this feature alone is enough to justify the asking price for any serious user.

MultiFrame is not solely for the processing of animation either. You could easily use it to execute multiple effects on a single image, performing them all simultaneously, and freeing you up to go away and do other things, rather than having to keep initiating phase after phase in some masterpiece that you may be working on.

As I don't really use batch processing features very often, a good deal of this program is beyond my needs, however, its graphical front end makes the setting up of effects very easy, and in this regard it leaves FRED, and even *Pro Control* for dead.

Unfortunately, I didn't find the manual inspiring or easy to get on with. I could understand it, but it was rather boring and presented in an illogical order. Surely tutorials should be near the front, before the detailed technical specifications?

CONCLUSION

MultiFrame is a very good product hidden behind a somewhat boring facade. For users who use *ADPro* to process animations, it will almost certainly inspire you as there is a lot of potential.

Despite the initial boredom with which I viewed this product, in just one long afternoon I've come to develop a healthy respect for it. I just wish it wasn't such a hog with the RAM!



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Alfascan 800

If you're looking to bring a new dimension in quality to your documents, the Alfascan 800 scanner has the power to deliver. Mat Broomfield talks in shades of grey...

A scanner is a device which can be used to convert images on paper into a format that a computer can use. They're ideal for anyone who wants to incorporate images (photographs or documents for instance) into their work. You can use scanned images with programs like *Final Copy* and *Wordworth*, and they're ideal for desk top publishing with software such as *Pagestream* and *Professional Page*. You can even incorporate scanned images into your own multimedia productions or demos.

Scanners have come a long way since their first appearance on the Amiga. Prices have fallen whilst scanner technology has increased. The Alfascan 800 finally closes the gap between 'professional' and 'hobbyist' scanners, offering unrivalled technology for silly money!

As its name perhaps suggests, the Alfascan 800 is an 800 DPI (dots per inch) scanner. That means that every inch of paper that you convert into a computer image will be divided into 800 dots (or pixels as they're called once they reach the screen). This figure is twice as high as any other hand scanner on the market.

SCANNER SIMPLICITY

The software is delightfully simple to use, although more professional users may bemoan its lack of additional processing features. The scanner program is divided into five sections: setup, scanning, merging, viewing and file options. In the setup section, you can specify your scanning preferences, including the scan length and scanner mode. The scanner mode is very important because unlike ordinary grey shade scanners, the Alfascan 800 comes with a small switch on the base which can double its scanning resolution. In High mode the scanner supports resolutions between 500 and 800 DPI, whereas Low mode only ranges between 100 and 400 DPI. However, although the software autodetects whether the resolution switch on the side of scanner is set to 100, 200, 300 or 400 DPI (or the corresponding High resolutions), it can't tell whether the resolution is set to High or Low.

The software also detects the amount of free memory available and tells you the maximum length of scan that's possible at your specified width. Once you've set your preferences, it's time to take a scan, and this couldn't be easier. Just click the 'Scan' button on the screen, and holding the scanner button down, drag the unit across the area to be scanned. As you move the scanner, a monochrome image will be displayed on the screen. When the specified length has been covered, scanning will automatically stop.

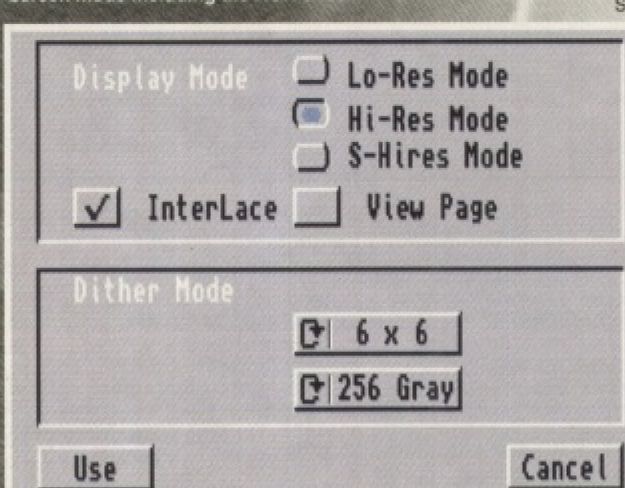
The scanned image is now displayed on the screen at the resolution it was scanned at. At this stage the image will be far too large for you to see it clearly. You may want to save this monochrome image to be used exactly as it is. However, in order to see the image clearly on screen you can always convert the images into a number of grey scale formats ranging from low resolution 16 shade, up to super high resolution 256 colour images. The images can be converted using one of two dither meshes, an 8x8 pattern, or a 6x6. This determines the way the monochrome information will be converted into grey. The scanner uses a 6x6 mesh to create the images, thankfully, as the 8x8 produced horrible moire patterns. Once an image has been converted, it will be displayed on the screen, and you can again, save it in the chosen format or as a 24-bit image. The save requester is a little quirky. It works okay, but there seems to be a lot of unnecessary button clicking in order to store a image. You can also load images for subsequent editing and conversion, although only monochrome ones can be processed.

Despite its simplicity, the software uses quite a lot of RAM and even on my 6Mb Amiga, I was forever running out of memory, even with relatively small scans. I would like to see some form of virtual memory implemented in future versions of the software so that hard drive owners can use the software better. Alternatively, some crude form of continuous compression would help.

Grayscale Save
Save Screen IFF file IFF24 file
Save Clip IFF file IFF24 file
Grayscale Save 256 gray 16 gray
OK Cancel

Although the save requester is a tad quirky, it seems to work perfectly well, and even lets you save 24-bit images. Some alien file formats such as TIFF, PICT and PCX would have been nice.

This is an example of a photograph that I scanned and saved in 256 colours. As you can see, the fidelity is excellent and this is only in high resolution. The program lets you view the scans in any Amiga screen mode including the AGA ones.



CONCLUSION

In value for money terms, this is the most powerful grey scale hand scanner on the market. Experienced users may find it a bit lacking, but this scanner is very easy to use and would be ideal for any beginner.



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EASE OF USE	95%
Really couldn't be easier. Press a button and go.	
VALUE FOR MONEY	90%
Compares favourably with 400 DPI scanners.	
EFFECTIVENESS	80%
The end results are great, but the software's a bit quirky.	
FLEXIBILITY	63%
Very basic in terms of software features.	
INNOVATION	85%
The first of its kind, but a logical step to take.	

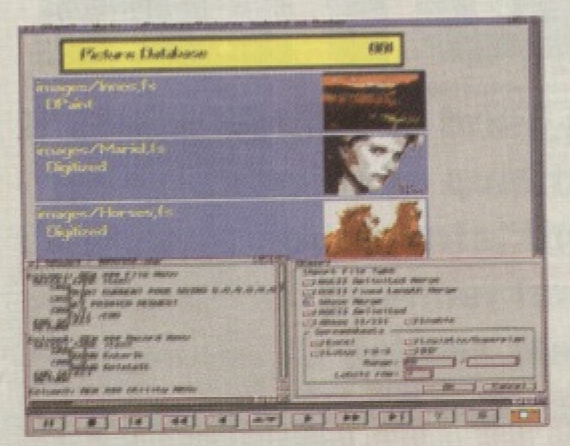
"A nice product that works especially well with AGA machines."

OVERALL 84%

New Software for a New Year

Business Applications





We are pleased to announce that HiSoft is now the authorised UK contact point for Oxxi's SBase 4 Amiga products (formerly known as Superbase). We have stock of both SBase Personal 4.1g and SBase Professional 4.1g and offer full technical support for these programs with our Silver and Gold support options. We can also offer upgrades from earlier versions - please call or fax for details of upgrades and technical support.

Both SBase Personal and Professional are full-featured, fully relational and powerful databases with pull-down menus, multiple windows and full access to your Amiga's multi-tasking environment and they are now compatible with AmigaDOS 3.0 and the AGA chip set.

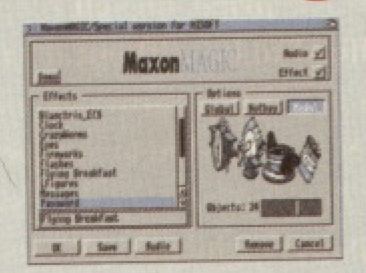
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SBase 4

Professional
Personal

Utilities

Maxon Magic



This is the utility that you simply must own! Maxon Magic is a funtastic combination of 15 different screen savers, a system event sound player and many amusing sampled sounds that will not only be incredibly useful but will give you and your friends endless enjoyment as well.



the 'eyes' screen saver module in action

The Maxon Magic screen saver works in all modes, even with graphic cards, and offers you a choice of 15 different amusing and entertaining modules such as *Aquarium, Flying Breakfast, Fireworks, Crazy Worms, Messages, Clock* etc. As if that isn't enough value for money, Maxon Magic also lets you assign sounds to most system events including Window/Screen open & close events, Alerts, Keys, Mouse clicks, Requesters and more. Choose from the many sounds provided or simply use your own sampled IFFs!

With Maxon Magic your Amiga will never look or sound the same again!

Video/Music





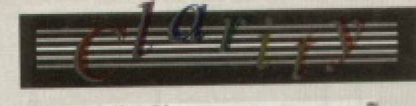


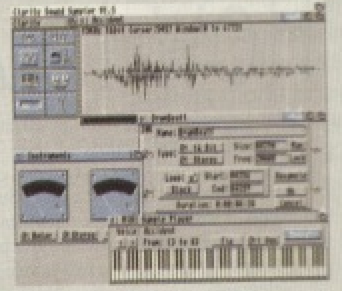
The best-value real-time video digitiser you can buy; VideoMaster gives you the ability to record real-time monochrome video with sound at 25 frames per second as well as quality full-screen stills from your camcorder or video recorder. VideoMaster RGB includes our new colour splitter, ColourMaster, and produces amazing quality colour stills.

VideoMaster AGA works on the A1200 and A600, connects via the PCMCIA slot for extra speed and freedom to use other peripherals, allows high quality stereo sound and supports HAM6 and HAM8 up to 640 x 512 resolution for stills.

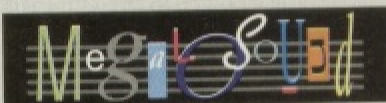


ColourMaster is a new electronic colour splitter which works in conjunction with VideoMaster for stunning colour stills.





Clarity16 is our premier sound sampler allowing rates up to 32KHz in 16 bit stereo and up to 48KHz in 16 bit mono on an A500; accelerated machines can handle faster sampling rates. The software provides extensive features including full edit control, a MIDI keyboard emulator, a sample sequencer, many special effects and FFT analysis. Version 1.5 has an up-to-date Workbench 3 look, in its own window and is fully compatible with faster Amigas.

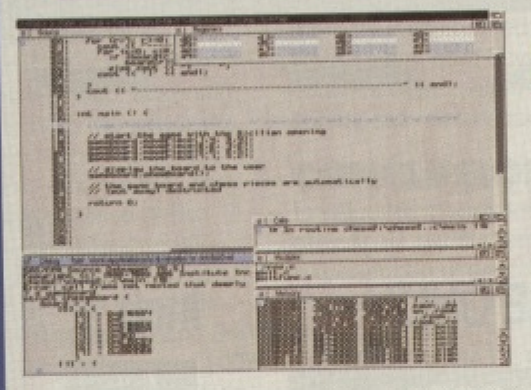


Megalosound is the new 8-bit, stereo, direct-to-disk sampler package; the software is packed full of easy-to-use editing features, special effects and extras such as the ability to print waveforms and sample information.

The package allows sampling up to 84KHz mono and 56KHz stereo to memory and up to 21KHz stereo to hard disk on an A1200. Supplied with a hardware volume control and an extensive 144-page manual, Megalosound is impressive value at only £34.95.

Programming

10011101
00110110
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SAS/C 6.5

The standard C compiler for AmigaDOS gets a major upgrade for 1994; now the SAS/C Development System (version 6.5) supports translation of C++ files with Streams and Complex libraries allowing you to write Object Oriented code.

The C++ translator is compatible with CFRONT Version 2.1 from AT&T. There's an improved peephole optimiser, more efficient stack extension and structure return code generation.

There are many other improvements including an enhanced instruction scheduler for the 68040 CPU and the 68882 maths coprocessor, an improved profiler, a friendlier interface to grep, support for C++ within CodeProbe and more. Workbench 3.1 include files are supplied. Upgrades start from £59.95 - please call for pricing information.

Prices

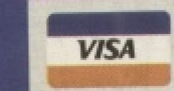
Clarity16 new price	£129.95
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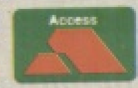
All products on this page are either available now or by the end of January '94 - please call to confirm availability.

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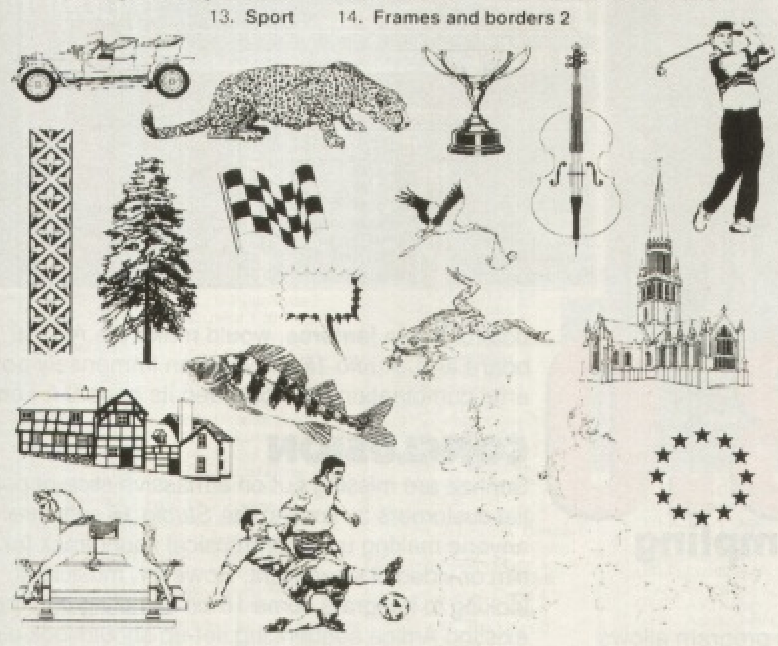


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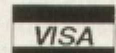
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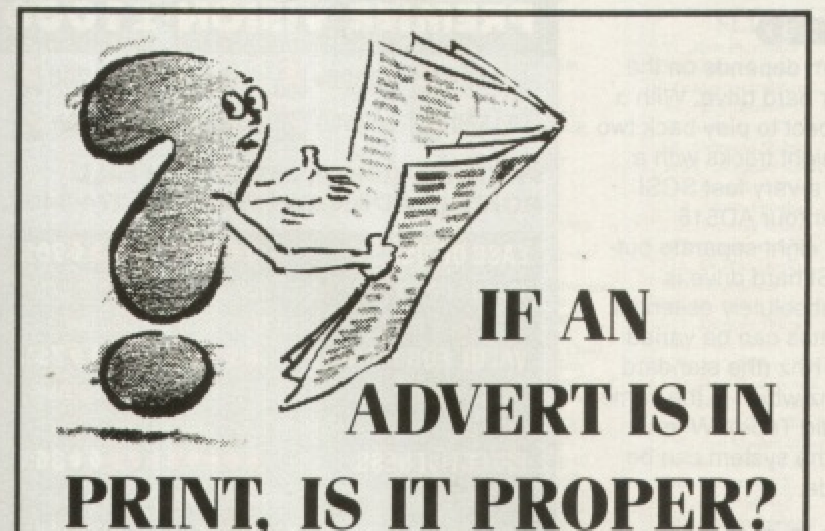
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E & O E

Studio 16 3.0

Tony Horgan looks at the latest hard disk sampling software from Sunrize.

Everyone wants the Amiga's 8-bit sound upgraded to 16-bit, but no one seems to know how to do it properly. Sunrize released their AD516 and AD512 sampling boards for the 'big box' Amigas (A2000, 3000 and 4000). Even so, the combination of their *Studio 16* software and the sampling boards has disappointed many. Despite glowing reviews in the press, popular opinion seems to be that there's still not a satisfactory 16-bit sampler add-on for the Amiga. Sunrize hope to change this with the latest upgrade of the *Studio 16* software – the hardware remains unchanged.

WHAT DOES IT DO THEN?

The AD516 board isn't a replacement for the Amiga's sound chip. It's a Zorro card designed to fit into any box Amiga. Unfortunately, this rules out anyone using a 500, 600 or 1200. The system is based around recording samples to a hard drive, then playing eight of them back simultaneously. The main change in the software is the interface. The idea seems to have been to make it as simple as possible to use, and they've definitely succeeded on that score.

Once you've amassed a few samples on your hard drive, you can start making up a cue-list. This is where you sequence all your samples – a bit like the piano-roll part of a MIDI sequencer, only it's a lot simpler here. There is a horizontally-scrolling set of bars, each one representing a single track. All you have to do is pick up your chosen sample from the directory list and drag it over to the cue-list, where you can drop it in at will. Unfortunately, there's not enough control over the timing of the samples or their tuning to allow you to construct rhythms or melodies with your samples – basically it's limited to playing back one-shot sound effects samples.

It does this with ease though, using auto cross-fading features to bridge the joins between samples. Users of *Bars and Pipes Pro 2* can use the software link to synchronise playback of samples with MIDI music. The 'drag and drop' system of positioning samples is easy to use, but considering the potential of the hardware, the software still falls way short of what could be possible.

A software link allows you to control the board and *Studio 16* from within *Bars and Pipes*.

The modular structure of the program allows you to load and close-down various sections as you choose. One of these sections includes the sample editor. This acts pretty much like any other sample editor, with a graphical representation of the sample in a sizable window. The usual cut and paste edit functions are available, although you won't find many effects. There's a good variable echo (which benefits from a test option to let you hear what the settings will sound like), but nothing much else – no phaser, no distortion, no reverb and no time-stretching.

WHAT YOU'LL NEED

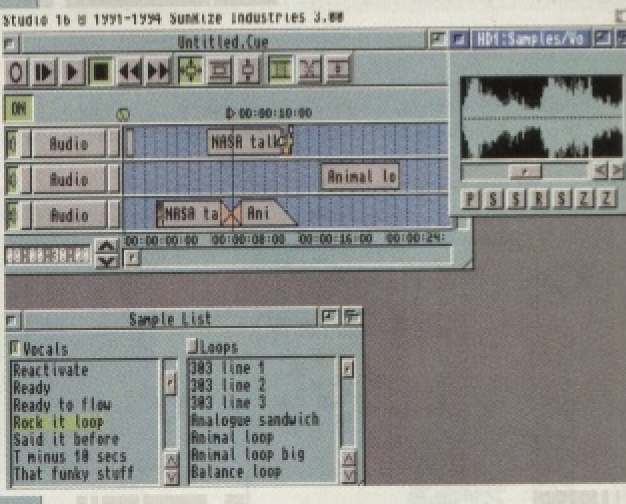
The performance of the system depends on the speed of your Amiga and your hard drive. With a 68000 processor, you can expect to play back two tracks simultaneously, six to eight tracks with a 68030, and with a 68040 with a very fast SCSI drive, you could chain together four AD516 boards, which would give you eight separate outputs and twelve tracks. A SCSI hard drive is recommended, although not absolutely essential.

Recording and playback rates can be varied from around 16Khz up to 44.1Khz (the standard CD rate) and even up to 48Khz which is the same rate used by DAT (Digital Audio Tape). When it comes to recording to video, the system can be synced using SMPTE timecode.

WHAT WON'T IT DO?

Using the board to play samples from RAM via MIDI is not an option. This is a great shame, as it could so easily be an excellent alternative to an outboard sampler such as an Akai S1000. Also, you couldn't realistically use it to master and edit a complete piece of music as one big sample. Again, the hardware would be capable of this, it's just the software that fails to deliver. Either, or preferably both of these features, would make the AD516 board and *Studio 16* software an immensely powerful combination, and broaden its appeal no end.

Bottom right: *Sudio 16* sports a radical new interface.



CONCLUSION

Sunrize are missing out on a massive slice of potential customers by limiting the *Studio 16* software. For anyone making up a non-musical soundtrack for a film or video, it's excellent. However, musicians looking to integrate some 16-bit sampling into their existing Amiga sequencing set-up should look elsewhere. I'd had visions of using the system to make perfect recordings of DJ mixes (recording a live mix from two record decks to the hard drive, and then cleaning up any mistakes and adding some extra remixing), but I was disappointed. I was ready for the lack of real-time MIDI triggered sample playback, but would again have been disappointed had I expected it. Still, video sound engineers should take a good look, despite these limitations. It's easily the best system of its kind available for the Amiga.

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EASE OF USE 90%
Very user-friendly 'drop-and-drag' system for sequencing samples. The modular layout allows easy customisation.

VALUE FOR MONEY 75%
A cheaper alternative to a reel-to-reel digital tape machine, but still pretty pricey considering its limitations.

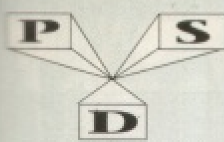
EFFECTIVENESS 80%
A tricky one, this. It's very effective at producing non-musical soundtracks from a number of sound samples, but not much good at anything else.

FLEXIBILITY 68%
Flexibility is not a major selling point here. Considering the powerful hardware of the AD516 board, the software is very limiting.

INNOVATION 70%
Failing to push back the back the frontiers of Amiga sampling to any great extent, Studio 16 3.0 sports a slick new interface, but few new features.

"A very competent update, but still fails to make full use of the AD516 board."

OVERALL 73%



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D1...Mental Hangover
D2...Intercepter Demo
D4...Wild Copper
D10...17Bit Music Demos
D11...World Demos 21
D13...Total Remix Demo
D14/15...Predators(2)
D20/21...Red Sector(2)
D24/25...New Tek Reel3(2)
D26...Total Remix 2 Demo
D27...T.V. Theme
D30...Epic Demo
D34...P.D. Collection
D36...Virtual Worlds
D37...Vectra Sinking Demo
D38...TFF Demo Voyage
D40...Safy Demo
D59...Video Effects 3D
D64...Cult Vector Dance 2
D68...Phenomena Demo
D70...Amos 3D Demo
D74...A Trip To Mars
D76...A2000 GenlockDemo
D81/82...Budbrain 1 (2)
D83...Budbrain 2
D85...Crionics Neverwhere
D87...pirhana demo
D101...Alcatraz M/Demo 3
D102...A Chaplin Demo
D103...Total Destruction
D105...Mr B Demo Comp 4
D106...Walter S.T. Demos
D111...Defcon 1
D117...Aurora M/Demo
D118...Cult M/Demo 2
D125...Precise Demo
D135...Fasination
D136...Goldfire Megademo
D137/138...So What (2)
D139...Devils"No Reality"
D140...The Silents "Ice"
D145...Crystal Symphonies
D148...Ray Of Hope 2
D149...No Brain No Pain
D158/159...Cyborg Demo(2)
D195...Coaxial Comp
D197...MC Disk 1 Coma
D199...End Of Century 1999
D206...Dreamers 3
D208...Avengers M/Demo
D216/217...Bass o Matic (2)
D218...Disorder Demo
D219...Tuff Enuff
D225...Cool Fridge Demo
D226...Hardcrack M/Demo
D233...Hypnautic Hammer
D235...Six Of One Demo
D238...Planetside
D239...Lemmings Revenge
D240...Total Respray
D243...Budrain 3
D244...Phenomena Inerspace
D245...Total Retrial
D247...Pulling The Trigger
D253...CES Demos
D256...Total Recount
D257...Total Rebate
D262...Spasmolytic
D264...D-Mob M/Demo
D266...Sun Connection 2
D270...Kefrons The Wall
D271...Timex Hydra
D272...Electric Demos 1
D274...Defpackers Demo
D276...Cave La Weird
D279...Iraqui Demo
D280/281...Delerious (2)
D307...L.S.D. Demo
D312...Devils Colours
D314...Trakmo
D315...The Groove Ramjam
D325/326...Real Empathy(2)
D328/329...Red Dwarf (2)
D330...Darkness M/Demo
D332...Melted Experience
D333-337...Odyssey (5)
D340...Watchman Demo
D341...Anarchy Smoker Co
D342...Ed 209 The Revenge
D343/344...Hardwired (2)
D346...Wildfire M/Demo
D347...Mindwarp M/Demo
D348/349...Skizzo Demo(2)
D350-352...Treacle Team(3)
D358...Mr Men Stories
D359...Seeing Is Believing
D360...State Of The Art
D361...Mayday Resistance
D362/363...Jesus On E's (2)
D364...Fish Tank
D365...Optimum Pressure
D366...Mind Riot
D367...In The Can Demo
D368...Dynamic Illusions
D369...Piece Of Mind
D370...3D Demo 2
D371...Lethal Exit
D376...World of Commodore
D377...Claustraphobia
D380...Hoover Demo
D381...The Trip
D382/3...Project Techno (2)
D384...Interspace
D386...Mindwarp (AGA)
D387...Panta Rhei (AGA)
D388...Hysteria
D393-5...Grapevine 15 (3)
D396-8...Grapevine 16 (3)
D399-401...Grapevine 17 (3)
D402...In The Kitchen

UTILITIES

U1...Games Music Creator
U21...The Comms Disk
U32...Modem Utils
U34...Red Devils Utils 1
U35...Soundtracker Special
U38...Paint,Music,Media
U39...Card Designer
U41...Red Devils Utils 4
U43...Future Composer
U44...Kefrons Makeboot
U45...P.E Giant Utils 168
U47...Label Designer
U49...Ultimate Icon Disk
U50...Power Comp Utils
U51...Jazz Bench
U55...Visicalc
U57...Quickbench
U59...Font Designer
U60...D-Paint Fonts 1
U61...D-Paint Fonts 2
U62...Med 3.20
U63...Direct Anim Creator
U64...Crossword Designer
U66...CLI Help + Others
U67...S/Tracker Mega
U68...Ultimate Boots 1
U69...Ultimate Boots 2
U73...Powerlogo
U74...M-Cad
U75...Journal Home Acc's
U76...Home Utilities
U77...Electrocad
U78...Ami Base
U81...Bootbench V2.0
U82...Slideshow Maker
U83...Catalog Workshop 1
U84...Catalog Workshop 2
U87...Hard Disk Utils
U89-94...Amateur Radio (6)
U95...C-Light + Others
U96...GFX Utils 1
U100...Ham Lab
U101...Sid V2.0
U108...A-Gene
U113...Midi Utilities
U118/119...Video Utils (2)
U132...GFX Utils 2
U133/134...North C (2)
U136...CrossDos (demo)
U138...Squid Squad Utils
U139...Terminalities V1.0
U140...Squash 1 (2.04 only)
U141...Squash 2 (2.04 only)
U142...Text Plus 3
U144...Dennis Samples 1
U145...Digital Intro Design
U146...Viz Clip Art
U147...Spectrum Emulator
U151...Slipstream V/Killers
U152...Red Devils Utils 6
U154...Amigafox W/P
U155...P.D Utils Docs Disk
U163...Quickbench + (2.04)
U164...Rim Database
U166...Dennis's Hack Disk
U167...Demolisher Utils
U168...Home Business 3
U172...Squelch (1.3 only)
U176...GFX Utils 3
U177...Star Charts
U179-180...Dice (2)
U181...Celtic Demo Maker
U186-206...Track Ins 10-30
U207...Icon Collection 1
U208...Dave Jones Fonts 1
U211...Chemesthetics
U212...Animated Pointers
U213...Desk Top Publisher
U215...Messy Sid 2
U216...Master V/Killer 2.2
U218...Data Base Wizard
U223...Ten Pin Data Base
U224...Q-Base Data Base
U226...Games Solutions 1
U231...D-Paint Fonts 3
U235...Ami Cash V1
U238...Iconmania
U240...Icon Editor
U252...Opticomms 2.0
U254...New Superkillers 2
U255...Protracker v2.0
U256...Atari ST Emulator
U258...D-Copy 3
U262...PC Emulator
U273...Vidi Fonts 1
U274...Illinoi Labels
U275...600 Business letters
U279...Invoice Printer
U283...Headline Fonts
U289...Amos Updater
U290...Kickstart 2.0
U293...Black Tiger Utils 2
U294...Text Engine V4.0
U296...Ultimate Disk Crea
U297...10 PD Copiers
U298...Protracker V3.0
U299...Address Print V3.1
U303...Game Tamer
U308...Music Base V1
U309...PP Minicrunch
U311...Vmorph V2.30
U313...Pro Astrology
U314...Pools Wizard Jr
U319...Lister V2.1
U320...Garden Designer
U327...Bezier Surf
U329...Music Engine V3.4
U330...Starview
U331...X-Beat Pro
U332...Superview V2.4

GAMES

G1...Return To Earth
G2...Games comp 5
G3...Dizzy Lizzy
G4...Scum Haters
G5...Parachute Joust
G6...Frantic Freddie
G8...Twintris
G9...Psuedo Cop
G10...Drip
G11...Bug Bash
G12...Asteroids
G13...LLamatron
G14...Escape From Jovi
G15...Moria Adventure
G16...Ground Attack
G18...Insiders Club
G19...Various Adventures
G20...Battleforce
G22...Dragon Cave
G24...Rings Of Zon
G25...Mayhem
G26...Mechflight
G27...The Tennis Game
G28...Flaschbier
G29...Buck Rogers
G30...Greysluyer
G31...7-Tiles
G32...Mega Comp 1
G33-34...Star Trek 1 (2)
G35-37...Star Trek 2 (3)
G38-39...Mechforce (2)
G40...Klondyke
G42...Car
G43...Games Comp 2
G44...S.E.U.C.K. Games
G45...Sacc Games Comp
G46...Games Comp 3
G48...Rays Game Disk
G49...Games Comp 4
G50...Games Comp 6
G51-52...Trucking (2)
G53...Jetpac
G55...Quick And Silva
G56...Miniblast
G57...Lamer Game
G58...Games comp 7
G59...Games comp 8
G60...Pom Pom Gunner
G61...Caverunner
G62...Crystal Caverns
G63...Intact
G64...Eternal Rome
G65...Lemmingoids
G66...DownHill Challenge
G67...Lame ST Ports
G68...Paranoid
G69...Puggles
G70...Chainsaw Death
G71...Pirate Pete's Treasure
G72...Serene 2
G73...Castles
G74...Dynamite Dick
G75...Card Games 1
G76...Wizzy's Quest
G77...Growth
G78...Skate
G79...Atic Atac
G80...Napoleonic Sim
G81...Project 1
G82...Lazer Zone
G83...Lemmings Pack
G84...Star Trek S.E.UP
G85...Letrix
G87...Matched Pairs
G89...Snake Pit
G90...Zeus
G92...Blizzard
G93...The Maze Game
G94...Subculture
G95...Hollywood Trivia
G97...Shootout
G99...Holy Grail Adventure
G100...Amos Coindrop
G101...Classic Comp 1
G102...Card Games 2
G103...Super Skoda Chall
G104...Grand Prix Sim
G106...Computer Conflict 2
G107...Mission X Raid 2
G108...NU Game
G110...Tricky + The Turn
G111...Marble Slide
G112...Games Comp 10
G113...Black Jack Lab
G114...Dungeon Of Madroj
G115...Amiga Columns
G116...Robocop In Iraq
G117...Mutant Camels
G120-122...Warlock (3)
G124...Bart Simpson
G126...Air Ace 2
G127...Breakout Con Kit
G128...Pipeline
G129...Dung Of Doridian
G131...Peters Quest
G133...Star Trek 3
G134...Piperider
G139...Door To Door
G143...Solid Quad
G144...Omega Race
G145...Mission X Raid 3
G146...Trek 73
G147...Wack In Wonderland
G148...Squats Revenge
G149...Sky Fight
G150...Wet Beaver
G151...Airmania
G152...Wizard World
G154...Totally Frantic Quiz
G155...Chess V2.0
G156...Smash Telly
G159...Billy The Dragon
G160...I-Ching
G161...E-Type
G162...TomCat
G163...Sea Lance
G164...Dizzy Diamonds
G165...No Mans Land
G166...Word Square Solver
G167...Cross Fire
G168...Wastelands
G170...Space Blitz
G171...Crazy Sue
G172...Make A Break
G173...Squamble
G174...F-1 Challenge
G175...Othello
G178...Evil Dead Game
G179...Trainset
G180-181...P Comps 1+2
G182...Diplomacy
G183...Tractor Beam
G184...Motor Duel
G185...Game Boy Tetris 2
G186...Water Works
G187...Act Of War
G188...Mutants Games
G189-193...Timelords 1-5
G194...Nirvana
G195-196...Neighbours (2)
G197...Ameoba Invaders
G198...Game Boy Tetris 1
G199...Tetren
G200...Battlecars 2
G201...Dr Mario
G204...Ashido
G205...Cheats Disk 2
G206...Cheats Disk 3
G208...Airport
G209...F.R.A.C.
G210...The Golden Fleece
G211...Legend of Lothian
G212-214...Timelords 6-8
G215...Amos Games 1
G216...Super Sid
G217...Light Bikes
G218...Relayer
G219...Air Hockey
G220...Amos Child Quiz
G221...Texas Chainsaw
G222...Roulette
G223...Premier Pics
G224...Thrust Duel
G225...Wibble Giddy
G226...Super Pong
G227...Fruit Salad
G228...Brainbow
G229...Jeopard
G230...Space Invasion
G231...Karate Worm
G232...Super League Manager
G233...PD City Comp 1
G234...Colour Changes
G235...Battle Of Britain
G236...Super Twintri
G237...Castle
G238...Numtris (+ Only)
G239...Kung Fu Charles
G242...Micro Market
G243...Blood Runner

SLIDES

S1...Ham Pics Show 1
S4...Madonna slides
S5...Moviestar slides
S6...Party Disaster
S8...Immaculate Collection
S9...Simpsons Slides
S10-11...Channel 42 (2)
S12...Bruce Lee Slides
S14...Adams Family
S15...Viz Mag Slides
S17...Docklands Jarre
S18...Dr Who Demo
S20...Nasa Slides
S22-24...WWF Slides (3)
S27...Demons Slides
S28...Total Recall
S29...Joe's Slides
S30...Ham Pics Show 2
S32...Neighbours Slides
S33...Roger Dean slides
S34...Iron Maiden Slides
S35-36...Tobias Richter (2)
S38...Basket case 2
S39...Eces Slides
S40...Fraxion Devine 2
S41...Fraxion Devine 1
S42...Golems Gate Slides
S43...Champion Slippers
S44...Cry For Dawn
S45...Forgotton Realms (2)
S47...Kick Off 3 Slides
S48...PD Slideshow
S49-52...Terminator (4)
S53...Robocop 2 Slides
S54...Trackmaster Slides
S55...Forgotton Realms 2
S56...Garfield Slides
S57...Pawnbroker Slides
S58...Hellraiser Slides
S59...Night Breed Slides
S60...Raytracing
S61...Horror Slides
S70...Muscle Mania
S71...Creature Comforts
S72...The Wonder Years
S73...Watership Down
S75...Ferrari 348 Pics
S76...Belinda Carlisle
S77...Cher Slides
S79...Freddies Dead
S80...Wendy James Slides
S81...The Invisible World
S82-83...Terminator 2 (2)
S84...Fantasy Pics
S85...Gulf War Slides
S86...Magical Pics
S88...Gulf War Tribute
S89-90...S/Thing Fishy (2)
S91...Eldorado Slides

ANIMS

A1...Probe Sequence
A2...Ghost Pool
A3...Jogger + Magician 1
A4...Gymnast Demo
A5...Fractal Flight
A6...Basketball Demo
A8...Walker Demo
A9...Magician 2
A10...Pugs In Space
A11...Luxor Teenager
A13...Juggler Demo
A16...Cool Cougar
A17...Mono Cycle Anim
A18...Robocop Anim
A20...Mayhem On Wheels
A21...Jugette 2
A22...Shuttlecock Anim
A23...T-Pot Anim
A27...Fleet Manouvre
A28...Billiard Anim
A29...E/Prise Leaves Dock
A30...Starwars 2 Anim
A31...Star Trek Anim
A32...Fraxion revenge
A34...Madonna Anim
A35...Stealthy Anims 2
A36...Raiders Of The L/Ark
A37...Bugs Bunny Show
A38...Iraq V's UK Anim
A39...Mike Tyson anim
A42...Walker 2
A43...Walker 3
A45-46...Light Cycle (2)
A47...Exploding Head
A48...Police Car Chase
A49...Top Gun Demo
A50...Animators Demo
A51...5 Ways To Kill a Mole
A52...Another 5 Ways
A53...Batman The movie
A54...3D Spaceship
A55...Mr Potato Head
A59...Low Level Flight
A63...Amy V's Walker
A64...Real Pinball Anim
A66...Porky Pig Anim
A67...Adventures Of Chuck
A70-71...Max Overdrive (2)
A73...Spaceshuttle Anim
A74...Ghostbusters + Horse
A76...Alarm Anim
A77...Flight Anim
A78...Piano Anim
A79...Dart Anim
A80...Bad Bird Anim
A81...Holiday Anim
A82...Fillet The Fish
A85...Miners Anim
A86...Pocket Watch Anim
A90-93...The Movies 2 (4)
A95...My TinToy
A96...T-Pot 2 Anim
A99...Terminator 3
A100...Dolphin Dreams
A101/102...Thunderbirds (2)
A103...History of Amy
A104...Pogo Anim (2 Meg)

EDUCATION

E1...Education Pack 1
E2...Education Pack 2
E3...Education Pack 3
E4...Education Pack 4
E5...Education Pack 5
E6...Education Pack 6
E7...Educational Worlds 1
E8...Educational Games
E9...Math Drill
E10...Amiga Function Com
E11...Devware Ed Comp
E12...Simon Says + S Maths
E13...Kids Paint
E14...Storyland 2
E15...Colour It
E16...Colour The Alphabet
E17...D.T.P. For Children
E18...Algebra
E19...Amosagram
E20...Animal Land!
E21...Animal Sounds
E22...Military War Sounds
E23...Vehicles Sounds
E24/25...Read & Learn 1 (2)
E26...Junior Maths

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UTILITIES

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CLU17 LC200 FONTS Different fonts for your LC200 Printer. 1 disk £3.50.
CLU18 LC24FONTS Different fonts for your LC24 Printer. 1 disk £3.50.
CLU19 CANON BJ10 FONTS Different fonts for your BJ10 Bubblejet printer. 1 disk £3.50.
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CLU23 RED LOTUS ANIMBRUSHES More anim brushes for paint packages. 1 disk £3.50.
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GAMES

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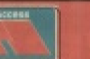
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At last, one of the most eagerly-anticipated upgrades in Amiga history is here. Mat Broomfield checks it out.

Music-X 2.0



The Bar editor is one of my favourite bits of Music-X. It makes even complicated events easy to modify.

The original *Music-X* was a trailblazer in terms of user-friendliness and power, but it did have some shortfalls. Last month, we brought you an extensive preview of the long-awaited upgrade, *Music-X 2.0*, which promised to rectify one of the most glaring omissions in the original program, namely its lack of a notation section. This month, we look at *Music-X 2.0* and see if it lives up to its promises.

TOGETHER YET APART

Music-X 2.0 is made up of two programs; *Music-X* and *Notator-X*. *Music-X* is nearly the same as *Music-X 1.1*, except it has been updated to work properly on AGA machines, and more importantly, to work with Notator-X.

On the plus side, *Music-X 2* offers far more notation tools and a much more stable interface than *Deluxe Music*, and whilst it's not as powerful as *Bars & Pipes Pro*, it provides a much friendlier interface.

However, unlike programs such as *Bars & Pipes* and *Deluxe Music Construction Set*, *Music-X 2.0*'s notation section isn't truly integrated with the sequencer. This can be a problem because even though both parts of the program can be loaded at the same time, and data can be swopped between them using a kind of hot-link, it's not easy to quickly notate a few bars of music and then listen to them via the sequencer. Nor is it possible to assign instruments to a score from the notator. This means that the program is not as helpful or as good as it could be, either as a composition tool or for orchestration.

EASY EVENTS

Editing Midi events is an example of the program's friendly interface. Editing is done primarily via the sequencer (*Music-X*) which is subdivided into a number of different parts such as the Sample Editor, the Bar Editor and the Librarian.

MIDI events may be altered via the Bar Editor. Most musical events are represented by bars (of the rectangular kind, not musical) on a piano roll. You can edit these bars by simply dragging them around the screen. There's nothing unusual about adding and moving notes in this fashion, but when it comes to more complex events such as polyphonic aftertouch, pitch bend and even velocity, it's refreshing to encounter such a clean and simple interface.

Music-X 2 has been designed to use sound samples with the same sort of flexibility as it uses MIDI instruments. When the original version was designed, it was very powerful, but now its sample handling seems somewhat simplistic, not even allowing you to specify a preferred replay channel. Mind you, I think it's still the only sequencer that can handle the .ss synthetic sounds more frequently associated with Sonix.

With *Notator-X*, score entry is very tedious, primarily due to a number of frustrating flaws (such as the 18 stave limit) which becomes more noticeable each time the program is used.

Nevertheless, *Notator-X* probably has the most elegant printing and notation section of any Amiga program. It certainly supports a wider range of symbols than all the top-rated programs.

CONCLUSION

Music-X 2 is a nice piece of software. I use the word 'nice' deliberately to indicate that superlatives like 'great' or even 'good' would be an overstatement, whilst a generally negative tone would be unfair.

The core program (the sequencer), however, doesn't appear to have changed much since *Musix-X* was first launched onto the market five years ago. I would have certainly expected some modifications reflecting the big advances in music technology, but sadly, apart from AGA compatibility there aren't any.

On the plus side, the Bar Editor is a masterpiece of user-friendliness and elegance, and is one of the high spots in the program.

Notator-X is good, if somewhat laborious to use. There are just too many niggling irritations, like the fact that the music cursor doesn't automatically scroll to the next available spot after you've entered a note. You also have to manually scroll the screen on to the next bar when entering notes which is an incredibly annoying flaw. Unfortunately, the manual was of little help, as it was very verbose when referring to *Music-X* and overly brief when discussing *Notator-X*.

I have to admit that I was primarily interested in the notation part of this package, and as such found that it failed to fulfil its potential. I loved it when I first saw it, but a month of constant use has really opened my eyes.

However, despite these reservations, *Music-X* lands somewhere squarely between *Deluxe Music and Bars & Pipes* both in terms of both power and user-friendliness. CU

JARGON BOX

BAR: A subdivision of a musical score, used both as an aid to note alignment and as an indicator of the 'beat' (metric stress) of a piece of music.
HOT-LINK: A way of linking two programs so that data can be exchanged between them without having to save it first.
MIDI: Musical Instrument Digital Interface. A protocol for electronic communication between primarily instrumental devices and computers (although it is possible to get MIDI lighting and effects units).
NOTATOR: A program which allows the use of formal notation to enter music.
SEQUENCER: A program designed primarily for recording MIDI events in real-time. These will usually be entered by playing a MIDI instrument. The musical performance will be recorded as a series of digital instructions which specify both the notes played, and the way that they were played. These instructions can then be stored or sent to any compatible instrument which will then exactly duplicate the performance.

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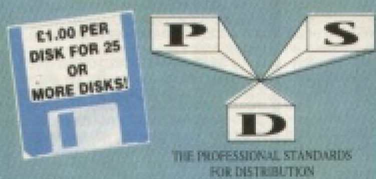
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EASE OF USE	95%
Extremely easy to use despite the poor manual.	
VALUE FOR MONEY	80%
On a par with the competition	
EFFECTIVENESS	75%
A great idea if only the two programs worked together a bit more closely.	
FLEXIBILITY	65%
Music-X is very flexible but Notator-X is the opposite.	
INNOVATION	50%
Nothing new except a few of the Notator-X symbols.	

> *Not bad, but after more than two years of development it should have been amazing.*

OVERALL 81%



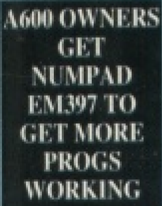
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Most titles in other categories run on A1200 – Some may need EM400

PD SCENE

Delving through this month's PD skip, Tony Horgan uncovers wailing Icelanders, gastric complaints, idiotic Wayne's World samples and a disk magazine for ravers.

BIG TIME SENSUALITY

AGA demo

Yes, it's that strange Bjork woman singing the album mix of Big Time Sensuality. It's a more garagey mix than the single, and it's been extended for the demo with some neat looping. This isn't just a music demo though – there are plenty of good visual effects too, like the animated colour fractal landscape at the start, the AGA plasma, and some of that in-vogue bitmap rotation. My copy had an unfortunate drop-out right in the middle of the chorus, but that could just have been a one-off. That aside, the sound quality is excellent, making this quite a nice demo really.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 0922 404023.
Price: £1.50 inc P+P.

82%

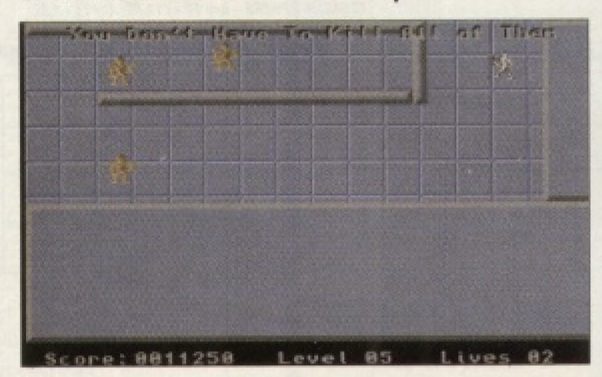
INTRUDER ALERT

Game

If your skin isn't crinkly enough to remember *Cybertron Mission*), the basic idea in *Intruder Alert* is that you guide a little warrior around a vast complex of rooms collecting valuable objects (don't ask me what they are – even the BBC version didn't explain this aspect of the game!) whilst fending off an army of marauding monsters. The gameplay may not be the fastest in the world but the atmosphere created by Intruder Alert is absolutely electric (just like the walls). Some great sound effects and above average graphics add up to a worthwhile PD purchase.

Available from: Anglia PD, Anglia House, 30 Victoria Street, Felixstowe, Suffolk IP11 7EW. Disk no. Arcade Pack disk 3. Tel: 0394 284 494. Phone for price.

80%





GASTRIC ULCER

Music demo

A collection of eight banging techno choons, Gastric Ulcer is just the sort of thing to seriously piss off everyone else in the CU AMIGA office. Each track comes with its own colour-cycled fractal. The tracks all seem to use mostly the same samples as each other, so one sounds pretty much like the next, but check it out if you like your techno on the hard side.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 0922 404023. Price: £1.50 including P+P.

79%

BLIZZARD

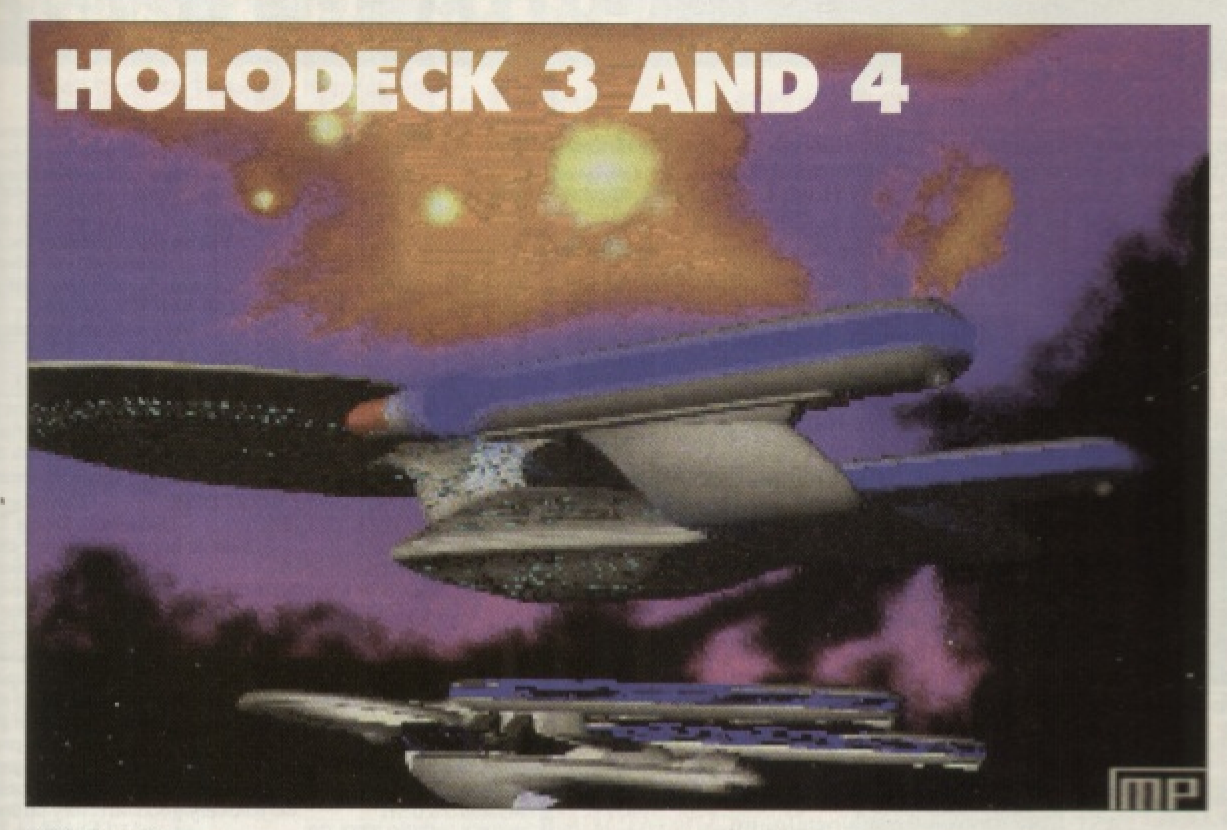
Game

If you were a fan of Andrew Braybrook's classic *Uridium*, but were disappointed with the Amiga conversion, then *Blizzard* may well be for you. Although not quite as technically stunning as *Uridium 2, Blizzard* is a no-thrills shoot 'em up based very closely on Braybrook's C64 classic. The basic idea is to fly a small spacecraft across the surface of a large starcruiser, shooting alien ships as they fly by with guns blazing. Most fly in formation, making them very easy to kill, but look out for space mines and vertical sections of the starcruiser that jut out into space – get hit by any of these obstructions and you're space dust (not to be confused with the banned sweet.)

Available from: Anglia PD, Anglia House, 30 Victoria Street, Felixstowe, Suffolk IP11 7EW. Disk no. Arcade Pack disk 4. Tel:0394 284 494. Phone for price.

78%

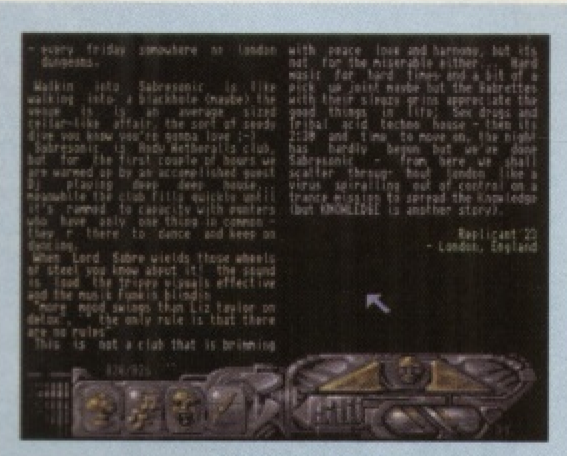




Slideshow

This is rapidly becoming a very popular series among Amiga-owning Trekkies. Like the first two, *Holodeck* editions *3* and *4* are both HAM slideshows based on the various voyages of the Starship Enterprise. A lot the colouring is garish, and there's some untidy HAM 'fringing', but if you liked either of the two previous disks, these should be right up your street. Each edition comes on two disks and is available separately.
Available from: Cynostic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry, CV6 7NB. Tel: 0203 681687. Price: £1 plus £1 P+P.

78%

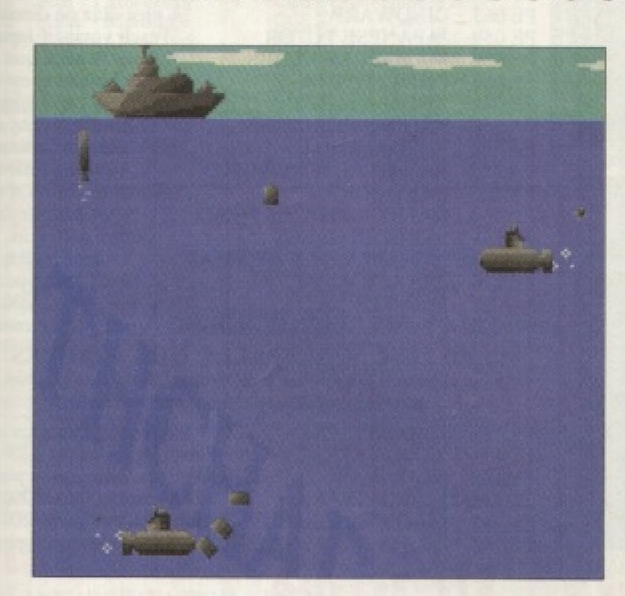


PLANET E

Disk magazine

Calling all groovers! *Planet E* is a new disk magazine devoted to ravers the World over. Featuring such names as Jam and Spoon among its contributors for issue one, it takes a refreshingly independent look at the rave scene. There's none of that 'in-crowd' attitude you get from the likes of Mixmag and DJ mag, so you get honest opinions on recent events, new vinyl and the scene in general. One of my fave rave nights, Deep Space, gets a write-up, along with plenty more clubs and one-off parties from around the world. There are also other general articles, such as how not to kill yourself using unhealthy substances. The slant in issue one is towards techno, but the editors hope to expand this in the next issue to cover the range from hardcore to house and hip hop.
Available from: Cynostic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry, CV6 7NB. Disk no. D0241. Price: £2.00 including P+P.

88%



DEPTH CHARGE

Game

Hey, look! It's a brand new pioneering game like you've never seen before! Oh no, sorry, it's another conversion of an ancient coin-op – my mistake. You control a battleship at the top of the screen, and it's your job to destroy as many U-boats as possible. The subs release their own explosives that float up to the surface, sinking your ship on contact. That's about it really – you just move across the screen chucking bombs into the sea until you've used up all your lives. This is recommended to anyone who likes and remembers old arcade games.
Available from: 17 Bit Software, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk no. 2945. Price: £2.00 including P+P.

50%



Holy fuzz-pedal! It's a demo with a guitar soundtrack! Although it's over almost before its begun, clocking in at just under two minutes long, it's got a few tasty effects to tickle your eyeballs. First up is the simulated video feedback effect – very simple, but well trippy. Then there's a blurred bitmap rotation and a few run of the mill effects, followed by a clever texture-mapped spinning globe, yet another bitmap rotation, and a chunky but smooth fractal landscape flight. Then all of a sudden, it's the end. Very short, but good while it lasts.
Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 0922 404023. Price: £1.50 including P+P.

72%



WAYNE'S WORLD PONG

Game

Schwing! Who would have thought a simple game of Pong would have the CU AMIGA team queuing up for a waggle of the joystick? Well this did, for a few minutes at least. It's just a Pong TV game like the ones that came out in the 70s, but instead of going "blip" when you hit the ball, it say's "Schwing!" instead. When you miss the ball, you get one of a number of other samples from the film, such as "No way!...Way!" and other catchphrases from Mr Campbell's wonderful world. Anyone who likes reciting scenes from Wayne's World will lap it up.
Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk no. 2989. Price:£2.00 including P+P.

87%

omain Distributors

Disks from **99p**

Clip-art Gallery

Classic Collection (Prices as PD)

h quality, clips. Huge bitmaps, many greater than an Amiga hires screen,for use in Dpaint or DTP packages, autoboots as a slideshow allowing you to view the entire bitmapby moving the mouse!

EDDINGS (2 disks)	ART31 DTP BORDERS (2 disks)	ART59 ALPHABET (2 disks)
OUSES (2 disks)	ART32 MAC CLIP (2 disks)	ART60 ACCENTS & FLASHES
ELIGIOUS (3 disks)	ART33 HORNBACK SCENIC	ART61 FISH
WII AIRCRAFT	ART34 TEDDY BEARS (2 disks)	ART62 SOFTSCENERY
EN (2 disks)	ART35 VANITY FARE (2 disks)	ART63 RESTAURANT (3 disks)
OMEN (2 disks)	ART36 HALLOWEEN CLIPART	ART64 FESTIVE HOLIDAYS
IDS (2 disks)	ART37 SHOWTIME	ART65 ANIM & BIRD
USINESS	ART38 VEGGIES	ART66 MOSSBURN ANIMALS
FFICE	ART39 FLORAL	ART67 BURCHFIELD KIDS
TUDENTS	ART40 MYTHS	ART68 BEAST & MYTH (3 disks)
ALETIME LOGOS	ART41 DOG WOODCUTS	ART69 TRANSPORT (3 disks)
MAS (3 disks)	ART42 CAT WOODCUTS	ART70 TRUCKS & TRAINS
UNCH TOONS (3 disks)	ART43 AFRICAN WOODCUTS	ART71 ASTROLOGY (2 disks)
NIMALS	ART44 USA WOODCUTS	ART72 AIRCRAFT (3 disks)
ATS	ART45 ARTIC WOODCUTS	ART73 BIRDS
LHOUETTES 18	ART46 FARM WOODCUTS	ART74 DOGS
CHOOLS (2 disks)	ART47 MIXED ANIMAL WOODCUTS	ART75 BUILDINGS
ABIES	ART48 BIRDS WOODCUTS	ART76 SPORTS-MAC
PORT (2 disks)	ART49 MORE ANIMALS	ART77 GARDEN (5 disks)
LYMPIC	ART50 ANIMAL LINEART	ART78 MILITARY (10 disks)
EDICAL (2 disks)	ART51 BOTANICAL ART	ART79 HOFFMAN GRAPHICS
ALIFE	ART52 FAMILY SCENES (2 disks)	ART80 KIDS ANIMALS
ECOR MONTHS	ART53 GOLF HUMOUR (2 disks)	ART81 FARM & HORSES
ACKY	ART54 SPACE & TRANSPORT	ART82 SHIPS
OLIDAYS	ART55 SOFTSCENE RURAL	ART83 ANATOMY
ANNERS (2 disks)	ART56 SPORTS3	ART84 CAMPING
RT NOUVEAU FLOWERS	ART57 NAVY	ART85 WILDLIFE (3 disks)
UTTERFLIES	ART58 TRAVEL (2 disks)	ART86 MARINE & NAUTICAL
OOD (2 disks)		
OLOURING BOOK		

Amiga Original Clipart Collection

e most comprehensive sets of smaller clipart originally on many more disks but now crushed 15. Most disks are jam packed full!

LIP ART 1	Animals	PU 158 CLIP ART 7	Environment,Food,Drink,Home.
LIP ART 2	Architecture, People, Art 1	PU 159 CLIP ART 8	Valentines, Weddings, Leisure
LIP ART 3	Art 2 (fonts)	PU 160 CLIP ART 9	Birthdays, Xmas, Easter, etc
LIP ART 4	Arrows, Deco, Logos, Stars, Etc	PU 161 CLIP ART 10	People (Kids, Family, Fashion)
LIP ART 5	Education, Financial, Art misc.	PU 162 CLIP ART 11	People (Men Woman)
LIP ART 6	Food and Drink	PU 163 CLIP ART 12	Signs (Bears, Christmas, Misc)
		PU 164 CLIP ART 13	Sports
		PU 165 CLIP ART 14	Work and Trades 1, Transport
		PU 166 CLIP ART 15	Work and Trades 2

Colour Clip Art

r Clip Art (CCL) series contain images in HAM and therefore will only load into D'Paint 4 or maybe DTP Most disk do however, self-boot and have their own built in viewer so you can see the pictures.

THE WORLD	GENERAL INTEREST			
fghanistine - Botswana	CCL 11	Reptiles	CCL 58 - 60	Insects (3 disks)
razil - Czechoslovakia	CCL 12 -13	Actors	CCL 61 - 62	Inventors
enmark - Grenada	CCL 15	Aircraft	CCL 63 - 71	Mammals (9 disks)
uadel - Illinois	CCL 16	Aircraft / Cars	CCL 72	Instruments
ndia - Luxembourg	CCL 18 - 26	Birds (8 disks)	CCL 73	Instruments / Military
lacau - Mississippi	CCL 27	Cats	CCL 74	Military / Musicians
lontana - New York	CCL 28 - 35	Dogs (8 disks)	CCL 75	Musicians
hio - S.Dakota	CCL 36	Explorers	CCL 76 - 77	Pre-History (2 disks)
enegal - Tuuaw	CCL 37 - 40	Fish (4 disks)	CCL 78 - 81	People (4 disks)
exas - Zimbabwe	CCL 41 - 51	Flowers (11 disks)	CCL 82 - 84	Presidents (3 disks)
	CCL 56	Horses 1	CCL 85 - 87	Reptiles (3 disks)
	CCL 57	Horses 2 / Insects	CCL 88	Ships
	CCL 52 - 53	Fruits (2 disks)	CCL 89	Sportsmen
	CCL 55	Frontier	CCL 91 - 96	Trees (6 disks)
			CCL 97 - 100	Vegitables (4 disks)

lable: 18 disks of ENCAP- D POSTCRIPT CLIPART programs. e.g. Pro`Page.

sic Utilities

D 3.2	Excellent music seq
DI DISK	Various midi stuff
UNDTRACKER 2.6	Music Maker
PERSOUND II	Superb sampling software
TAMED V2	8 channel MED sequencer
DIO MAGIC 3	Trackers disk
METAL MODULES	5 disks heavy rock
OCALS	5 disks of super vocal samples
RUMKITS	3 disks of high quality drums
ORG SAMPLES	3 disks keyboard sounds
URE SAMPLES	Assorted samples
MPLE FACTORY	Sound effects
PMAN SAMPLES	over 70 samples here
AVE SAMPLES	Bass & Drums
MPLEMAKER V3.1	Make samples

ssical Music

IIGADEUS CLASSICAL	Eine Kleiner etc
CLASSICAL MUSIC	Bach, Handel etc
GITAL DEBUSSY	Fab Rob Baxter versions
GITAL DEBUSSY II	classic Debussy music
APSODY IN BLUE	tracked by Rob Baxter
o VIVALDI - FOUR SEASONS (2)	
MOZART HORNCONCERTOS	(1mb chip)
ACH BRANDENBURG CONCERTOS	1to6
TOP HARPSICHORD RECITAL	Classics
ASSIC WORKS	Grieg & Bach classics! +Y
ASSIX GOLD	Toccata & Fugue (1mb chip)
ZART FLUTE CONCERTOS	1mg chip

A1200 only

00 WORKBENCH HACKS	Useless fun
00 UTILS1	Gif & PCX datatypes etc
I FIX DISK	Run old programs on dos2/3
EEPLESS NIGHTS	Utils useful for 1200
ORKBENCH 3 BACKGROUNDS	
NDBLEND	Super effects in a window
00 INTROS	Yes, some AGA intros
OY AGA DEMO	1st 1200 demo,a must
VID: ABSTRAX PIG AGA	Colourful demo
A CHESS	Needs 4mg of ram to play
A TETRIS	1200 tetris game & more
GA KLONDYKE	Nice quality cards (3)
GHTBREED AGA SLIDESHOW	Super(2)
NOSTIC SLIDESHOW	Superb pictures
ITH RHODES SLIDE	3 fantasy pics
TEVE PACKER	10 disk set of Steves anims
GHTBREED AGA FRACTAL FLIGHT	

Animations

Note:All anims require 1mb of memory unless stated (e.g. 3mb = 3 megabytes required) Most of these come on more than 1 disk. (e.g. PA 091/3 is a 3 disk set)

PA 072 THE JUGGLER	A classic amiga demo
PA 091/3 TURBINE, STEAM & PETROL (3)	Engines
PA 101 DOLPHIN DREAMS	Great Dolphin anim
PA 119 STEAM ANIMATION V2.0	Now with sound
PP 046 SWEET REVENGE	Coyote vs Roadrunner(2mb)
PP 004/7 AUTOMATED LIGHT (4)	Galactica (3mb)
PP 077/84 THE HAUNTED (8)	Tremendous (3mb)
PP 113/4 CALVIN & HOBBES (2)	Super Cartoon (3mb)

Agatron Animations

AGA 03 STAR TREK	Shuttle fly past - Great
AGA 10 STAR TREK	Enterprise in dry dock. Incredible
AGA 23 FLEET MANOEVRE	Stunning animation
AGA 25 THE RUN	A suberb car chase
AGA 29 MILLENIUM FALCON	The ship being chased

Eric Schwartz

PA 039 AMY VS WALKER	Cute & sexy! 1.5mb
PA 040 BATMAN vs JOKER	Very funny
PA 045 STEALTHY II	Mig-29 vs Stealthy
PP 001/2 ANTI LEMMINGS (2)	Brilliant Spoof (2mb)
PP 016 GULF WAR	Brilliant fun (2mb)
PP 050 UNSPORTING	Wicked aerotoon (2mb)
PP 070/1 LEMMING REVENGE(2)	One of the best(2mb)
PP 101/4 QUALITY TIME (4)	Superb (5mb)

Demos

PLEASE NOTE (NT) means NOT AMIGA 1200

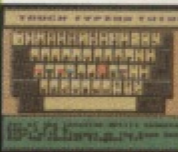
PD 068 PHENOMENA ENIGMA	Absolutely brilliant
PD 094 SCOOPEX MENTAL HANGOVER	Wow!(nt)

PD130/34 ALCATRAZ ODDESSY
Awesome 5 disk, 35 minute spacey animation (NT)

PD 154 DECAY GET FROGGED	Superb quality
PD 171/2 SILENTS EXPOSE(2)	Incredible Get it
PD 182 SPACEBALL	Absolutely brill, needs 1meg chip
PD 183 DIGITAL: LETHAL EXIT	Good vectors demo
PD 185/6 ANDROMEDA MIRROR	Fab Music & Gfx
PD 188 SANITY WORLD OF COMMODORE	Super
PD 189/90 SILENTS DEMON DOWNLOAD	Fab demo
PD 200 PHOENIX DEMOS	inc Flashy rave demo
PD 202 TECHNOLOGICAL DEATH	Freaky techno
PD 206 MELON HOW TO SKIN A CAT	Nice effects
PD 209 STONE ARTS ATMOSPHERE	Nice demo
PD 213 TROJAN TECKNO TRACKS	Amazing effects

PD 216/7 A TRIP TO DEEP BASE
Mega rave demo better than Jesus on E`s !!!!

Central Licenceware Collection



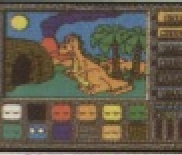
Everyone should learn to type, and now is the time with this popular tutor. The structured lessons will soon have you wizzing around the keyboard at a fraction of the price of a commercial tutor.

CLU 03: TYPING TUTOR £3.50



3 Good educational games. **ClickClock** teaches the time, **Funtimes Tables**, and **Go Shopping**, are practical help to learning maths. All nicely presented and colourful to amuse chil-

CLE 18: WORK & PLAY £3.50



A great colouring and drawing package for the young artist. Lots of outline pictures to colour, or you can alter or add to them. Nice and easy to use and highly recommended.

CLE 51: PAINT & DRAW £3.50



8 Different fun and learning games for young children. The endorsement for this disk is that the follow up (Fun with Cubby 2,CLE45) is also a very popular disk. Great fun for children.

CLE 28: FUN WITH CUBBY £3.50



Superbly presented information and pictures about the subject of the moment. How and where they lived, all popular 'saurs covered. One of the most popular disks in CLR! (2 disks)

CLE 01: T.C. DINOSAURS £4.50



4 classic fun games for young children all on a dinosaur theme. Possibly more fun than learning, but bound to be popular with the jurassic connection.

CLE 29: PREHISTORIC FUN £3.50



Another Total Concepts production, looking at our planet and its neighbours. Plenty of info and some really great pictures on 3 disks. (Also available: CLE 35, Solar System 2, £4.99)

CLE 03: T.C. SOLAR SYSTEM £5.50



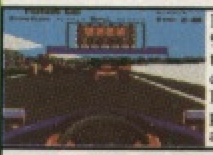
Massive graphic adventure game originally destined for commercial release. Wonder around the populous type landscape and interact with the people you meet.

CLG 42: CRYSTAL SKULL £3.50



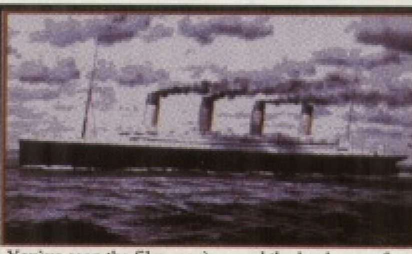
This should be commercial but luckily it isn't! A brilliant platform game on the lines of Rodland. Kill the baddies, collect the fruits, then sort out the end of level guardians. Super quality!

CLG 30: CAPTAIN K £3.50



Don`t take my word for it, a 90% rating from CU should tell you this is a cracking cockpit view racing game. Includes loads of options, practice, race etc. plus adjusments to the car.

CLG 41: F1. RACER £3.50



You`ve seen the film, you`ve read the book, now for the first time see it on disk! Loads of facts about the ship and the sinking, including a timetable of disaster! 28 mono and colour slides. Excellent presentation on 2 disks.

CLE 54: THE TITANIC £4.50

Other titles in the CLR range

EDUCATION

CLE 02	TOTAL CONCEPTS: GEOLOGY 2	£4.50
CLE 05	ACHORD Guitar chord tutor	£3.50
CLE 06	TAMI Maths equations solver	£3.50
CLE 07	TC: FRESHWATER FISHING Where, bait, etc	£4.50
CLE 10	BASICALLY AMIGA (3 disk set) Info.	£5.50
CLE 11	LETS LEARN Young education	£3.50
CLE 12	ALPHABET TEACH Simple spelling	£3.50
CLE 16	KINGS AND QUEENS History	£4.50
CLE 19	PLAY IT SAFE Childs home safety	£3.50
CLE 21	JIGMANIA Puzzles.	£3.50
CLE 22	CHESS TEACHER	£3.50
CLE 25	CHORD COACH Piano Tutor	£3.50
CLE 27	CATT (Tarot Card Tutor) (2 Disks)	£4.50
CLE 29	PREHISTORIC FUNPACK Kids fun	£3.50
CLE 32	SPITFIRE (2 disks) Information	£4.50
CLE 35	TOTAL CONCEPTS: SOLAR SYSTEM 2	£5.50
CLE 36	THE TIME MACHINE Tell the time	£3.50
CLE 37	DISCOVERY OF AMERICA Info.	£3.50
CLE 41	BASICALLY MEDICINE Medical & First Aid	£4.50
CLE 45	FUN WITH CUBBY 2 Young fun	£3.50
CLE 46	BASIC HUMAN ANATOMY Info.	£3.50
CLE 47	SEA SENSE Boat owners info	£3.50
CLE 49	TOTAL CONCEPTS: DINISAURS 3 (3 Disks)	£5.50
CLE 50	D.R.A.T. Runestone future prediction	£4.50
CLE 52	TELL THE TIME Time teaching aid	£3.50

GAMES

CLG 05	TRUCKING ON 2 Management sim.	£4.50
CLG 13	PARADOX Puzzle game	£3.50
CLG 16	CRYSTAL MAZE Pacman style maze panic	£3.50
CLG 17	IMBRIUM Excellent graphic adventure	£3.50
CLG 20	JUNGLE BUNGLE Kids graphic adventure	£3.50
CLG 24	EASY MONEY Fruit machine	£3.50
CLG 25	WHITE RABBITS Super puzzle	£3.50
CLG 27	SHYMER Kids adventure	£3.50
CLG 28	TIME RIFT Good platform	£3.50
CLG 30	CAPTAIN K Rodland type platform	£3.50
CLG 35	OG! Chuck Rock type game	£3.50
CLG 38	QUINGO Pub quiz machine	£3.50
CLG 40	TRAX Brilliant fruit machine sim	£3.50

UTILITY SOFTWARE

CLU 01	VIDEO TITLER Create video titles	£3.50
CLU 04	ALPHAGRAPH Comprehensive graph util	£3.50
CLU 10	POWER ACCOUNTS	£3.50
CLU 11	CALC Spreadsheet.	£3.50
CLU 13	DATOS Powerful database system	£3.50
CLU 14	STOCK CONTROLLER	£3.50
CLU 16	CROSS STITCH D`Paint pics to patterns!	£3.50
CLU 22	HARD DRIVE MENU SYSTEM	£3.50
CLU 27	IMAGE BASE Database	£3.50
CLU 30	DRAW SELECTOR Pools prediction!	£3.50
CLU 31	FLOWCHARTER Flow chart creater	£3.50

CLG 40 T.R.A.X.

If you like fruit machine simulations you will love this one! The big problem is you can not actually win money from your Amiga, but here the object is to complete the feature and winning money just gives you more tries! Includes mini arcade games too. Hard to complete but very adictive! £3.50

CLU 32 POWER TEXT

Nicely presented, fully featured word processor with most of the facilities found on the expensive commercial versions, including a spelling checker, auto save, mail merge, word wrapping, and more. For the beginner, there are plenty of documents and instuctions on the disk, to get you started. Reccommended! £3.50

AMIGA CD ROM COMPACT DISKS

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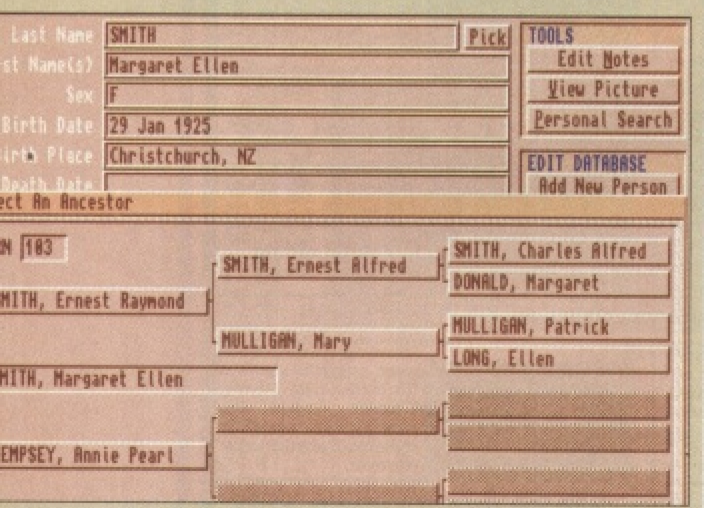
VALLY PD (CUB)
PO BOX 15
PETERLEE
SR8 1NZ
TEL 091 587 1195
FAX 091 587 1195

NBS PD (CUB)
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PD UTILITIES

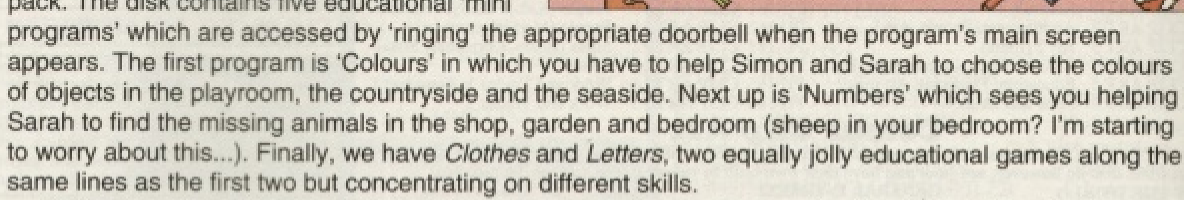
Jason Holborn wades through a mountain of disks to bring you a rundown of what's hot and what's not in the world of public domain utilities.



THROUGH THE RED DOOR
Educational



Europress' AMOS may not have proved to be the answer to every would-be games programmer's dream but it certainly proved its worth as a tool for generating educational software. Even Europress' own range of 'FunSchool' products were written entirely in AMOS. Not surprisingly, AMOS is responsible for this collection of four very simple educational programs aimed at children between three and five years of age. Featuring bright and colourful graphics and cheerful sound effects, *Through the Red Door* is another great PD educational pack. The disk contains five educational 'mini programs' which are accessed by 'ringing' the appropriate doorbell when the program's main screen appears. The first program is 'Colours' in which you have to help Simon and Sarah to choose the colours of objects in the playroom, the countryside and the seaside. Next up is 'Numbers' which sees you helping Sarah to find the missing animals in the shop, garden and bedroom (sheep in your bedroom? I'm starting to worry about this...). Finally, we have *Clothes* and *Letters*, two equally jolly educational games along the same lines as the first two but concentrating on different skills.



Through the *Red Door* certainly isn't up to the same standards as professional educational software such as Europress' FunSchool series but it's an enjoyable and well designed disk nonetheless. If you need a disk that will keep the kids quiet for a few hours then this may be the answer.

Available from F1 Licenseware, 31 Wellington Roads, Exeter, Devon EX2 9DU. Disk No. F1013. Tel: 0392 493 580. Price £2.99 including P+P.

78%

SCION
Application

Unless you still strongly believe that your parents found you under the gooseberry bush at the back of the garden, you may want to trace your family history. Keeping track of who was married to who and who died when can be a complicated job for even the most powerful database and so a genealogy database is definitely a much better bet. And, not surprisingly, this is exactly what *Scion* is.

Up until recently the only real genealogy database available for the Amiga was a little PD program called *AGene* which was not only rather expensive but rather naff too. *Scion*, on the other hand, has obviously been written by someone who not only understands the subject very well indeed, but also happens to have a damned good grasp of the Amiga's operating system. Boasting a full Workbench 2.0 front end, *Scion* is very easy to use. Even if you do get a little bogged down, there's an absolutely massive documentation file to guide you through the program's every feature.

Like all genealogy programs, *Scion* works by linking together records on individuals. Each record contains information on a single member of your family – their surname, first name, date of birth, date of death (if appropriate) and where they were buried (just in case you forget where to send the flowers). One nice feature is that you can attach a picture to each record so, providing you're lucky enough to own a digitiser and a video camera, you could quite easily turn the database into a sort of family album. Highly recommended.

Available from: Scribble PD, 2 Hillside Cottages, Burstall, Suffolk IP8 3DY. Disk No. V285.

92%

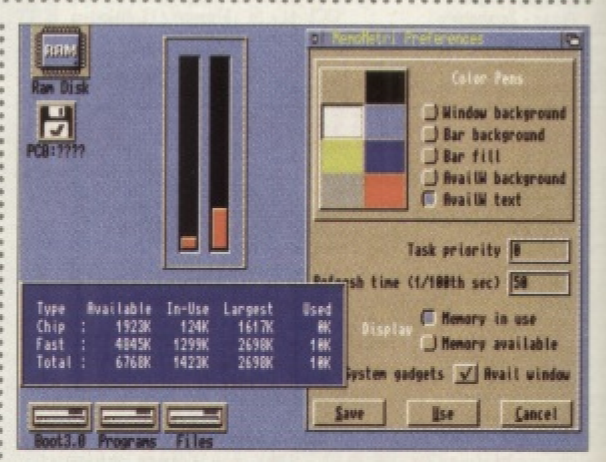
GUITAR TUNER
Utility

Now this is what we want – a genuinely useful utility. Okay, so describing Guitar Tuner as 'genuinely useful' is possibly stretching the facts a bit, but then a program such as 'Graveyard Planner' would probably be genuinely useful utility to a gravedigger. As its name would suggest, Guitar Tuner is a little utility that aims to help you tune your guitar. It uses the Amiga's sound chip to produce the open string notes, whatever they are, (plucking a string without fingering the fretboard, actually – *Ed*) giving you a handy reference point when tuning your guitar.

Available from: Scribble PD, 2 Hillside Cottages, Burstall, Suffolk IP8 3DY. Disk No. V286.

78%



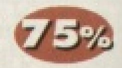


MEMOMETRI
Utility

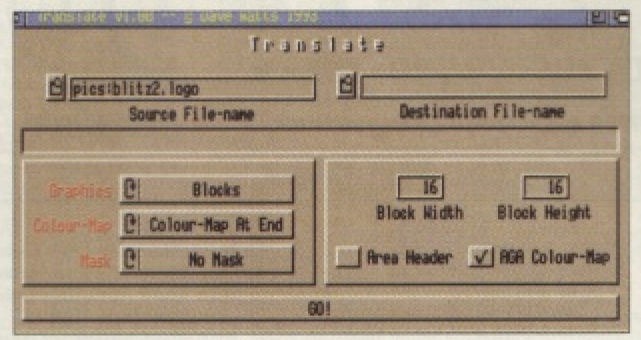
If you're the sort of person that likes to show everyone just how big yours really is (your computer's memory, that is) then you need MemoMetri. Written by Petri Airio, *MemoMetri* is yet another memory gauge utility that graphically displays the amount of chip and fast memory inside your Amiga. So what? I hear you ask. After all, memory gauges are hardly state of the art. What really makes *MemoMetri* special, however, is the amount of control it gives you over its configuration.

Boasting a full Workbench 2.0-compliant front end, *MemoMetri* allows you to not only scale the size of its window but also gain full control over the colour pens of every gadget. Two types of memory display are offered – a text window (the most precise display) and a bar graph (not so precise but a lot prettier). Not exactly state of the art but useful nonetheless.

Available from: Scribble PD, 2 Hillside Cottages, Burstall, Suffolk IP8 3DY. Disk No. V286.



TRANSLATE
Utility



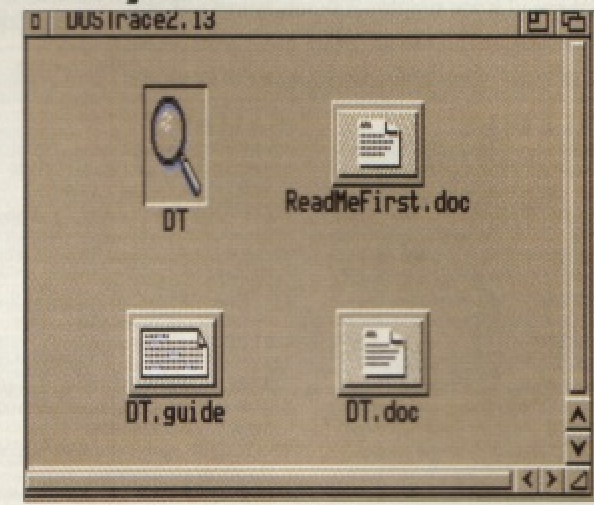
If you're coding games or demos on the Amiga then chances are that you use a paint program such as *Brilliance* or *Deluxe Paint* to repair the images that you use in your programs. Working with IFF files is all very nice if you're writing a graphics program but they're a real pain for games programming. Most games programmers use a utility that converts IFF images into raw bitplane data that can then be pulled straight into their programs using an assembler 'INCBIN' directive.

Translate is such a utility, allowing you to extract raw image data from any IFF file. Unlike similar programs on the Amiga, however, Translate is a bit special as it can handle IFF files with up to 24 bitplanes (a 24-bit game – now that would be impressive!) and 8-bit AGA colour palette definitions. Translate can also convert an image file into raw graphic blocks such as those used in map-based games. Combine this power with a front end that takes full advantage of Workbench 2.0 and *Translate* is a must for all assembler programmers.

Available from: Scribble PD, 2 Hillside Cottages, Burstall, Suffolk IP8 3DY.
Disk No. V284.

82%

DOSTRACE 2.13
Utility



Have you ever encountered problems installing software onto your hard disk? More often than not, the problem can usually be accredited to a missing system file or library which you may have forgotten to copy across onto your hard disk. Unless you've got a copy of *DOSTrace*, finding such a fault is an almost impossible task.

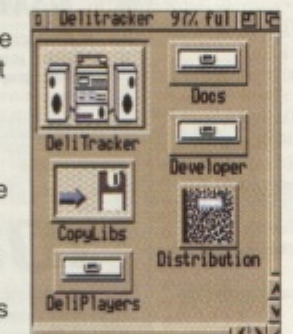
DOSTrace is a small utility that, when run, opens up a window on the Workbench. When you then run a program, every single read and write operation performed by both the Amiga's operating system and the program you're attempting to load will be displayed in *DOSTrace*'s window. If your program failed to load because it could not find a file that it needed, the name of the file along with its expected pathname will be marked with a 'Failed' tag.

You can then install the file and try again until the program is successfully installed on your hard disk. In all, *DOSTrace* is an valuable utility for all hard disk owners.

Available from: Scribble PD, 2 Hillside Cottages, Burstall, Suffolk IP8 3DY.
Disk No. V284.



DELITRACKER
Utility

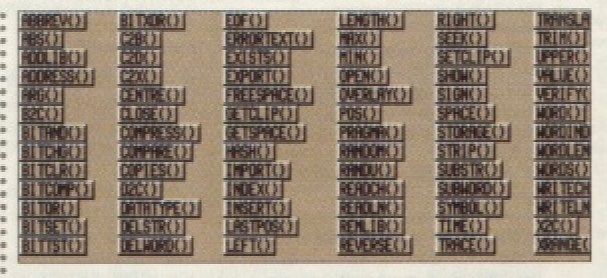


Module players seem to be all the rage these days but very few of them support more than one or two different types of module format. *DeliTracker*, on the other hand, not only supports more sound module formats than you can shake a cocktail stick at as standard, but its modular design allows it to be expanded simply by placing new file modules into the appropriate directory. As standard *DeliTracker* supports a wide range of sound module formats including Sound Tracker 15 and 31 instrument modules, *NoiseTracker, ProTracker* (all versions), *StarTreker, GVP DSS-8* modules and so on.

When run *DeliTracker* opens a tiny window on the Workbench, packed with gadgets. Using Workbench 2.0's new ASL requesters, you can then multiple select a whole batch of modules which are then automatically identified and loaded into memory ready to be played back. DeliTracker is very system friendly and so it doesn't eat up valuable processor cycles and even runs under Commodities Exchange. It may not be as pretty as other module players that we've seen but it's certainly the most capable.

Available from: Ground Zero Software.
Disk No: V344. Tel: 0272 741 462
Price: £1.00 plus £1 P+P.

80%

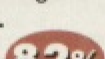


AREXX MANUAL
Reference

Commodore have received more than their fair share of stick as a result of their decision not to bundle the official *ARexx* documentation with either the A600 or the A1200. Although A4000 owners get the required manuals, the rest of us are forced to buy a book on the subject if we want to write a script that does anything more exciting than printing 'Hello World' on the screen.

Thankfully, PD writer Kenny G has come to the rescue with his *ARexx* Manual, a disk-based guide to the *ARexx* language bundled free of charge with all Amigas. Built around Commodore's powerful 'AmigaGuide' utility, the *ARexx* manual takes full advantage of the hypertext links offered by AmigaGuide, making it very easy to access the information you want. The manual provides a comprehensive guide to virtually every aspect of programming in *ARexx* in a very well written and well organised format. If you can't quite push to the price of a book then this is the next best thing.

Available from: Ground Zero Software.
Disk No: V301. Tel:0272 471 462.
Price:£1.00 plus £1.00 P+P.



Do you have any PD disks that you think we'd be interested in? Well, send your stuff to : Tony Horgan, CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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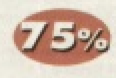
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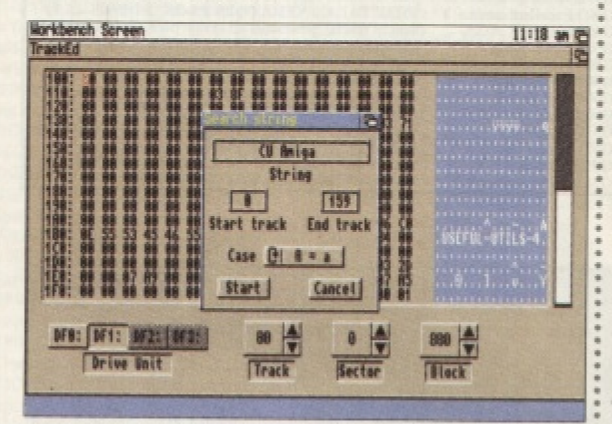
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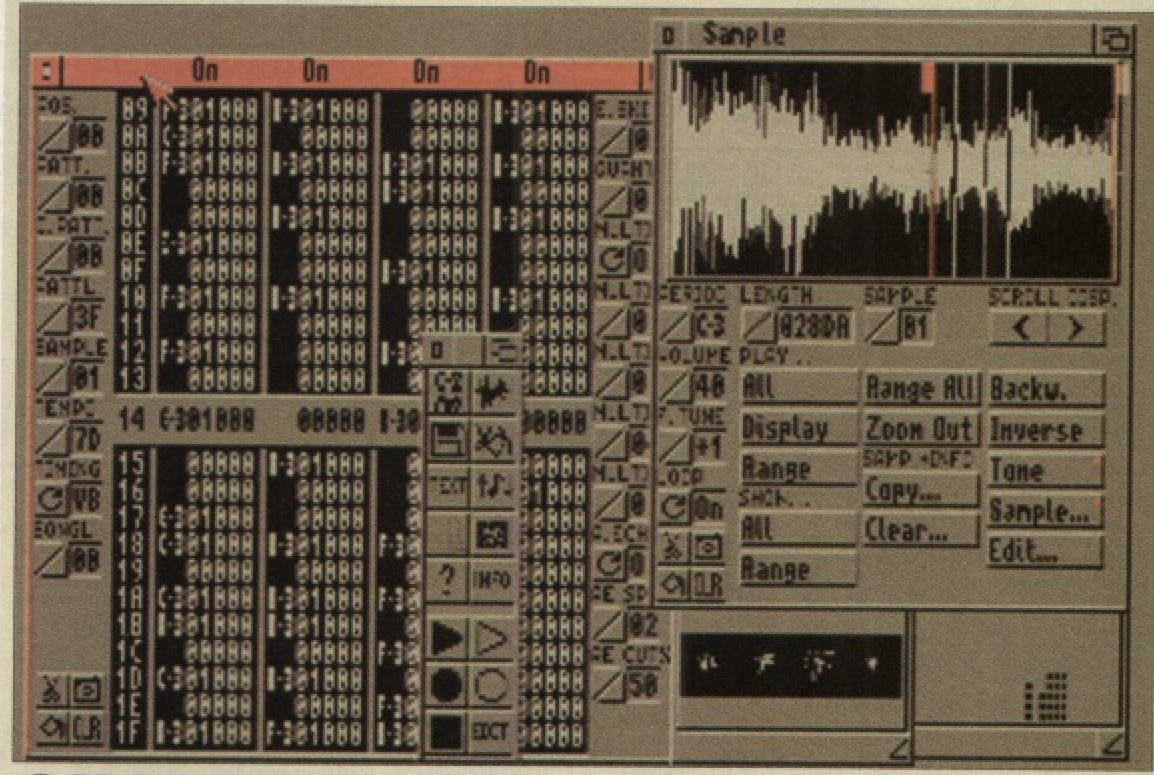
Editors come in all shapes and sizes:text editors, ANSI editors, music editors, sample editors, and track editors. *TrackEd* is, not surprisingly, a disk track editor which allows you to directly read, edit and write sectors on an Amiga floppy disk. *TrackEd* can handle one sector at a time which is read into its buffer and then displayed on the screen in both hex and ASCII format. You can then edit the sector in either mode (hex mode for binary data and ASCII for text) and once you're finished, *TrackEd* will then save the sector back to disk. TrackEd supports all Amiga devices including both standard and high density disks and even hard disks.

TrackEd may not be the most capable track editor ever to grace the Amiga (Dave Joiner's 'Sectorama' possibly gets that prize!) but it's capable enough none the less. The Workbench 2.0 compliant user interface makes this a utility that is not only easy to use but easy to learn too. If you need a track editor but the thought of having to wade through checksums and hash values reduces you to a cold sweat then *TrackEd* could be for you.

Haven Computing, 15b Meeching Road, Newhaven, East Sussex BN9 9RL. Disk No. UT082



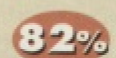




QUADRA COMPOSER 2
tracker

Unlike most soundtrackers, *Quadra Composer* uses a modular style of presentation. In other words, each section of the program has its own window that can be open and closed, and moved around the screen at will. This has the advantage of giving you control over how the screen is laid out, and seems to be popular with many users, as more and more packages are turning over to this kind of system. Personally, I find it just makes the screen a lot messier, but then looking at the state of my desk, that's hardly surprising. It's a pretty good tracker, with plenty of features to keep it up to date with the competition, but it's probably the interface that's going to make or break it for most people. Give it a try.

Available from: Ground Zero Software, 4 Chandos Road, Redland, Bristol, BS6 6TE. Tel: 0272 732978. Disk no. U343. Price: £2.00 including P+P.





BLITZ BLANK
screen blankers

Anyone who uses the same software for long periods of time is prone to screen-burn. This is when a single screen is displayed for so long that it burns its image permanently onto the screen. Screen blankers get around this problem by sitting in the background, waiting for you to stop moving the mouse or touching the keyboard. After a few minutes of inactivity, the blanker replaces the front screen with a simple animation, or maybe just blanking out the screen altogether, thus saving your screen from excess wear. *Blitz Blanker* comes with 12 blankers, including an aquarium, a fireworks display, melting pixels and a few others. You'll need an Amiga with Kickstart 2.04 or higher in order to run *Blitz Blanker*.

Available from: Ground Zero Software, 4 Chandos Road, Redland, Bristol, BS6 6TE. Tel: 0272 732978. Disk no. U318. Price: £2.00 including P+P.

80%



VIDEOTRACKER AGA 1.0
demo creator

You might have plenty of ideas for a kickin' demo, but if you're not a top machine code programmer, with an extensive knowledge of the Amiga's internal hardware, there's not much chance that your ideas will ever get past the drawing board. Well, not until now that is.

Videotracker is along the lines of *Democreator*, and Black Legend's forthcoming *Demomaniac*, but it's been specially geared towards making synchronised music and graphics demos. The basic idea is that you load in a Soundtracker module, and then hang various visual effects, pictures and animations around specific sections of the soundtrack, or even assign effects and animations to each sample.

For example, you could have a soundtrack that started off with a long synth sound, which you could accompany on-screen with a bit of wobbly plasma. Then, maybe you might have someone shouting out the letters 'T...E...K...N...O...'. You could assign a big picture of the letter T to the T sound sample, do the same for the other letters, and set it up so that as the letters were spoken, the relevant letters would flash up on the screen. With a bit of imagination, the possibilities are enormous, especially as you can use your own IFF animations and images.

Genlock users will also welcome the Genlock-sync option, which allows you to play your demo over any video source. Unfortunately this is a save-disabled version. The registration fee is $50 (US), for which you get a generous 12 disks of demonstration files, 1 disk with the fully working Video Tracker program, 2 disks of PD utilities and 1 disk containing the Routine Developer Kit and example sources. A non-AGA version of the program is also available.

Available from: Cynostic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry, CV6 7NB. Disk no. U0600. Price: £2.00 including P+P.

88%



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G016 - SIMPSONS - Televisions wacky family brought to life in this shoot em up construction kit game.
G021 - MASTER OF THE TOWN - The aim of this game is to cause as much damage as possible.
G026 - DOWN HILL CHALLENGE - Good ski simulater.
G028 - PIPELINE - Classic game but too fast on A1200/A4000 due to superior processor.
G039 - SMURFHUNT - Plenty of gun power in this shoot em up.
G043 - WIBBLE WORLD GIDDY - A superb platform game. This is one of the best public domain games ever.
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G049 - FIGHTING WARRIORS - Budget version of Streetfighter 2 with good graphics.
G050 - BOMB JACKY - The spectrum classic with vastly improved graphics and sound.
G055 - TEXAS CHAINSAW MASSACRE - Inspired by a true story.
G056 - 18 HOLE GOLF - The first ever public domain golf game. Great fun. (2 disks)
G057 - SPACE INVADERS 2 - A revised version of the classic game.
G059 - AMOS CRICKET - A good cricket simulater written in Amos.
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G061 - ESCAPE - The aim of this excellent game is to run over tiles pushing specific ones down to open gates which allow you to reach the exit. Do it within a time limit to progress.
G062 - DR. MARIO - Similar to a NES game of similar name but better graphics.
G064 - DEATH BINGERS IN SPACE - A Xenon style shoot em up.
G065 - ZOMBIE APOCALYPSE - Good fun with lots of blood and guts.
G066 - STARIANS - Bizarre platform game.
G067 - SUPER SKODA CHALLENGE - A good game for up to four players with track editor etc.
G068 - PREMIER PICKS - Very unique football management game, very well presented.
G069 - BILLY BURGLAR - Dodge lights to escape from prison.
G070 - AMIGABOY - The n game Tetris is widely regarded at its best on the Gameboy. It has now been perfectly converted, with exact visual representation.
G071 - ACT OF WAR - A game of similar style to risk.
G073 - PARACHUTE JOUST - Guide the skydiver to the ground.
G074 - CARD SHARP - Various card games.
G075 - JEWL - A brilliant game.
G077 - JELLY QUEST - This game by David McGuire was described by Amiga Power quote "It's a superior brand of PD puzzle game, and its looks can only be described as - dead lush!" It went on to receive a 4 out of 5 star rating.

UTILITIES

U001 - THE ULTIMATE BACKUP DISK - All the very best public domain copiers including DCopy, Tetracopy and XCopy.
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U188 - CLUB LEAGUE - A utility that allows you to edit and keep track of your teams division and league status.
U189 - SCREEN BLANKERS - A disk packed with screen blankers.
U190 - THE LITTLE OFFICE - One of the best small business programs available at the moment. Very popular.
U191 - VOICE CLI V5.5 - This utility allows you to control CLI with speech.
U192 - ACCOUNT MASTER - Written in Amos this is a very popular business utility of excellent quality.
U193 - SOFTWARE LISTER - This program is designed to keep track of your software collection.
U194 - DISKPRINT V3.5 - An integrated database and disk label printing utility.
U195 - RACE V1.6 - A disk that will work out the chance of a horse winning a race.
U196 - DRAW MAP V4.1 - There are two versions, this is the 1MB version. It allows you to create 2D and 3D maps. Quote U296 for 2MB version, which comes on 2 disks.
U197 - FOOTBALL LEAGUE EDITOR V1.1 - As soon as the results come in, you can monitor your teams latest position.
U198 - GOLF SCORES V1.8 - It can record the results of every round you play, store them and give an overall electronic score.
U200 - AMICASH BANKIN - If you have a small business, this program is the best of its nature and highly recommended.
U201 - PUNT PROGRAM - Another prediction aid for the horses.
U202 - MONEY MANAGEMENT - Home accounts package capable of handling up to 12 different accounts.
U203 - EASY CALC V1.0 - This spreadsheet is designed to be both very user friendly and fast. It has an excellent built in help system.
U204 - KEYBOARD TRAINER V1.1 - Best public domain typing tutor available at present.
U205 - M-CAD - Computer aided design program.
U206 - NO ERRORS - Hides the hard errors on disks making all your corrupt disks usable once again.
U208 - 203 UTILITIES - The most utilities ever available on a single disk.
U209 - UNDELETE - This utility allows you to get back stuff that was accidently deleted from disk.
U210 - JOYSTICK TESTER - A brilliant joystick testing program.
U211 - RED SECTOR DEMO MAKER - A 2 meg version of the most popular utility ever!!! Create stunning demos/megademos/intros. The special thing is that it has been modified to work with the A500+ and even better the A1200.
U212 - AIBB V5 - A good diagnostic program.
U213 - SYS INFO V3.11 - A disk that will let you know the technical status of your machine.
U214 - ENGINEERS KIT - A diagnostic disk, specially suited for engineers etc.
U215 - DISK REPAIRERS - Will allow you to try and make all your unusable disks work again.
U216 - AMIGA DIAGNOSTICS - Solve thousands of amiga problems with this diagnostics disk.
U217 - LAST WILL AND TESTAMENT - Write your own will.
U218 - MUSIC BASE UTILITY - Store your record/video collection.
U219 - ERROR INFO - Gives you a list of all amiga error codes and their meanings.
U220 - PC TASK V2.02 - IBM PC emulater it allows you to run the majority of PC software with no additional hardware. Now supports VGA, EGA, CGA and MDA. (DV)
U222 - REPAIR-IT 3 - Contains a selection of disk and hard drive repairing utilities. Excellent for saving that vital file.
U224 - SPECTRUM EMULATER - This is the best and latest version of the most popular emulater for the amiga. There are 68020/030 versions for new AGA amigas.(2 disks)
U225 - STOCK ANALYST - This is a technical analysis and securities tracking program which calculates when to buy and sell shares.
U226 - ASTRONOMY V2.0 - A menu driven astronomy program that calculates information about the Sun, Moon and planets. Help disk.
U227 - MING SHU CHINESE ASTROLOGY - Will create horoscopes in seconds. The complete aid.
U228 - COLOURED ICONS - Transfer your disks into colourful, well presented works of art with this collection of icons.
U229 - KIDS PAINT - An art package simplified for the younger amiga owners.
U230 - STAR VIEW - This program is designed to show graphically the positions of the stars and planets from any part of the earth.
U231 - AQUARIUM - Turns your screen into an eye catching fish tank.
U232 - OCTAMED V2 - Latest PD version of the famous music package.
U233 - NUMPAD FOR A600 - A program that makes the A600 think its got a numeric keypad.
U234 - ADDRESS PRINT V3.1 - Very useful if you make regular postal correspondence.
U235 - IFF BOOT - Displays a picture whilst your hard disk boots up.
U236 - BETTER BENCH - New workbench replacement.
U237 - PAY ADVICE ANALYSER - A very useful program for keeping track of pay, tax and national insurance.
U238 - CANNON PRINT STUDIO - Got a Cannon printer? This disk is essential for brilliant results.
U239 - FANCY PRINTING DISK - Contains Banner, Graph Paper V1.2 and Disk Print V3.5
U240 - BBASEIII - An easy to use versatile, yet fully featured database. Greatly enhanced successor to bBaseII.
U241 - ADM V1.01 - Flexible address database with loads of great features.
U242 - LITTLE TRAVELLER V1.1 - This utility shows a world map and allows you to select any country for travel information. It then zooms in giving a close up map with more information.
U243 - BANNER MAKER - Create spectacular printed banners.
U261 - GRAPHICS - Create stunning visual effects.
U262 - 3D GRAPHICS - Several 3D modelling and ray tracing programs.
U263 - DEVELOPER - Contains the official Commodore developer kit for the Amiga.
U265 - PROTECTION - Keep unwanted users from playing with your Amiga - Lock files with passwords.
U266 - PARBENCH - Link up two Amiga's and communicate with each other.
U267 - VIEW TOOLS - Includes a family tree program, a British Telecom database and a disk catalogue utility.
U269 - TRONICAD V1.0 - A program that lets you design electronic circuit boards.
U270 - INSCRIPT V1.1 - Produce video titles including fully editable text entries.
U271 - UDRAW V1.0 - Provides a mechanism for the rapid drawing of bitmap graphics.
U272 - NCOMM V3.0 - A communications program. Has had some good reviews.
U274 - EDPLAYER - Gives all the features of a compact disc player.
U276 - SPACE PROJECTION - An aid to studying the Galaxy.
U277 - DIRECTORY UTILITIES - Highly recommended programs, designed to make CLI and Shell tasks virtually obsolete.
U279 - FIM V2.2 - An intro maker with IFF imports.
U280 - GRINDER - Complete graphic conversion package. Supports GIF, IPEG, PCX, TARGA, TIFF, HAM-E, and many others including several for the Atari ST.
U281 - IBeM EMULATOR V1.05 - Another PC emulator.
U282 - GENEALOGIST V3.04 - A database specialised for keeping track of a family tree.
U283 - TEXT ENGINE V4.1 - Sent direct from the author Nicholas Harvey, this excellent program has all known bugs fixed. This is by far the best public domain wordprocessor. Features include a 36,000 word spell checker.
U284 - VIDEO PRODUCTION - A disk that is packed full of video oriented programs.

AGA

A019 TO A023 - WEIRD SCIENCE - Excellent quality pictures. (5 disks - available separately)
A024 - FIT CHICKS - A collection of girly pictures for the A1200 only. (2 disks)
A025 - FREAKS BODY SHOP - A small selection of girly pictures.
A030 - FERRARI PICTURES - Pictures of a new model from the worlds most exotic car maker. Good 256 colour pictures.
A036 - NIGHTBREAD - Many pictures drawn in 256 colours. (2 disks)
G042 - AGA TETRIS - Controlled with the cursor keys, this excellent conversion of probably the most addictive game ever is now available with 256 colour graphics.
G082 - AGA CHESS - An excellent game but you will need 4mb of ram to get it to work!!!
U001 - ULTIMATE BACKUP DISK - This compilation includes DCopy V3.0 which is probably the only copier that works successfully on the A1200/A4000.
U123 - WORKBENCH HACKS - Many useless special effects for workbench V3.0
U118 - MORE WORKBENCH HACKS - Guess what?
U255 - WB V3.0 INSTALL - If you need to install your hard disk then you need this.
U256 - A1200 DEGRADERS - An essential purchase for AGA owners. Includes Fake Fast Mem, The Degrader, Diskstart, Kill AGA V2 and Helpful hints.
U257 - VIEWTEK V1.03 - An essential purchase allowing you to display AGA graphics.
U258 - HDMEM - This utility allows your AGA machine to use your hard disk as virtual memory. If you've got a 80mb hard disk then you can have 80mb ram. Requires FMU, MMU etc.
D181 - TEAM HOI PLANNER GROOVE - This was the worlds first ever AGA megademo.
D195 - PANTARHEI - A new AGA megademo. With amazing sound, graphics and colours.
D196 - RETINA BURN RAVE - A rave demo for AGA machine owners.
D197 - TEAM HOI 2 - Sequel to the first ever megademo.

FONTS

WHY PAY MORE THAN £3.00 FOR FONT DISKS WHEN FIRST CHOICE SUPPLY EXACTLY THE SAME FROM JUST £0.89 !!!
FONTS AVAILABLE IN ADOBE TYPE 1 TESTED ON FINAL COPY IIB + PAGESTREAM V2.1 AND SCALABLE FORMATS TESTED ON PROFESSIONAL PAGE V3.0 + PAGESETTER V3.0.

FD01	FD02	FD03	FD04	FD05	FD06
FD07	FD08	FD09	FD10	FD11	FD12
FD13	FD14	FD15	FD16	FD17	FD18
FD19	FD20	FD21	FD22	FD23	FD24
		FD25	FD26		

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BauhausBold
BILLBOARD Chicargo Arctic2
AvantGarde Cartoon
Architect CaslonOpenface

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UNBEATABLE PRICES

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LATEST PD

FOR AGA CHIPSET MACHINES ONLY (A1200/A4000)

U165 - ACTION REPLAY V4.0 - This neat utility is not strictly a latest title, but is defiantly one of our most popular. It can rip graphics and music etc.
U285 - QUICK GRAB AGA - Effective AGA picture ripper.
U286 - PC TASK V2.03 - Lets you run PC VGA software on your Amiga. Shareware.
U287 - ANDYS WB3 UTILS - A collection of utilities written specifically for AGA machines.
U288 - NFA A1200 UTILS - This compilation includes the marvellous DCopy V3.1
G083 - MOTOROLA INVADERS 2 - An AGA space invaders clone with an amazing heavy metal soundtrack. Fast paced arcade action. (2 disks)
G084 - KLONDIKE AGA - This has title has received some excellent reviews. Excellent 256 colour card game. (3 disks)

FOR ALL AMIGA MACHINES

U289 - BARCODER - Excellent Barcode maker.
U290 - PROFESSIONAL BINGO - Unique utility that can print out bingo cards and can read out the called numbers. Eight and eight, two fat ladies!!!
U291 - MPEG UTILITIES - A selection of MPEG tools.
U292 - LOCKPICK V2.0 - Removes copy protection.
G085 - ROAD TO HELL - Excellent top view racer. 2 Meg. of memory rec. Take control of a Cosworth.

PD PRICES

SINGLE DISK ONLY £1.85 INC. P&P
2 - 15 DISKS ONLY £1.25 EACH
16 - 25 DISKS ONLY £1.00 EACH
26+ DISKS ONLY £0.89 EACH
(PLEASE ADD POSTAGE RATES BELOW)

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UK POSTAGE ONLY 80p PER ORDER
P&P FREE ON SINGLE DISK IN UK ONLY
EUROPE +25p DISK (MIN £1.50)
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THE ASSASSINS GAME COMPILATIONS

FROM 1 TO 148 NOW AVAILABLE BELOW IS THE CONTENTS OF SOME OF THE LATEST PACKS.

THE ASSASSINS GAMES VOL 127
SHANGHAI 93
LASER ZONE
OXO

THE ASSASSINS GAMES VOL 128
SPACE INVADERS
DELUXE PACMAN 1.4
SOLAR SYSTEM WARS

THE ASSASSINS GAMES VOL 129
BOULDERDASH ROYAL COL.
TRAX
TRAX MAP EDITOR

THE ASSASSINS GAMES VOL 130
CHAIN REACTION
UGGO
BATMAN

THE ASSASSINS GAMES VOL 131
TYKKIPELI
TETRON
SKEET SHOOTING

THE ASSASSINS GAMES VOL 132
FIRE FLY
QUANTOM
PAC MAC

THE ASSASSINS GAMES VOL 133
ZNYK
PROKER
SYZYGY

THE ASSASSINS GAMES VOL 134
CROSS CIRCUIT
FWUFF
CIRCUIT WARS

THE ASSASSINS GAMES VOL 135
GAMMON 1.3
ACK-ACK
PIPELINE III
TETRIX

THE ASSASSINS GAMES VOL 136
HOT BLOX
SUPER PONG
SNIF BURK

THE ASSASSINS GAMES VOL137
BLOCKSTER
ESCAPADE
SQUIDS

THE ASSASSINS GAMES VOL 138
GALAGTOID
SCORCHER TANKS
AIR HOCKEY

THE ASSASSINS GAMES VOL 139
THE BIG GAME
BAT DOG
AMIGANOID

THE ASSASSINS GAMES VOL 140
FATEL MISSION II
CHRONIC THE HEDGEHOG
MEGAWORM

THE ASSASSINS GAMES VOL 141
BLACK DAWN
REVERSI
GOLD RUSHER

THE ASSASSINS GAMES VOL 142
RUEDA
GALAXY 93
COURT ROOM

ART GALLERY

Welcome to this month's selection of Vangoughs, Degas and Renoirs... well not quite, but you never know do you?

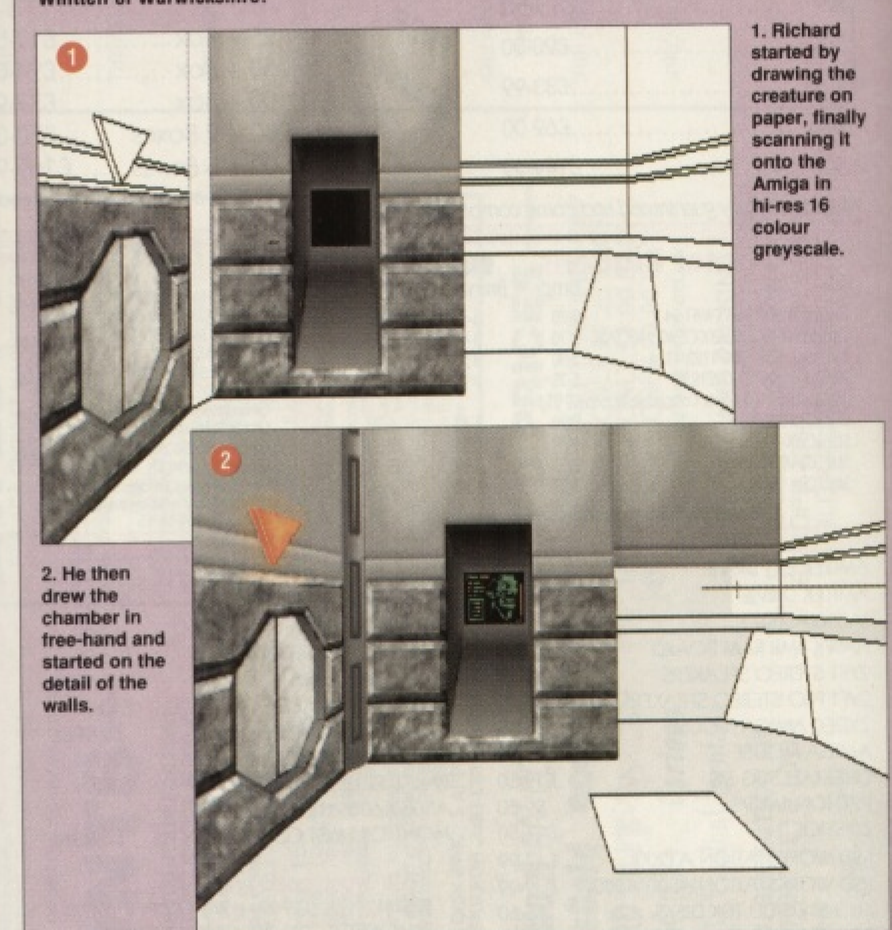


This imposing creature was drawn by Antony Miguel of Dumfrieshire on his A1200 in 256 colours. And it only took him two months!



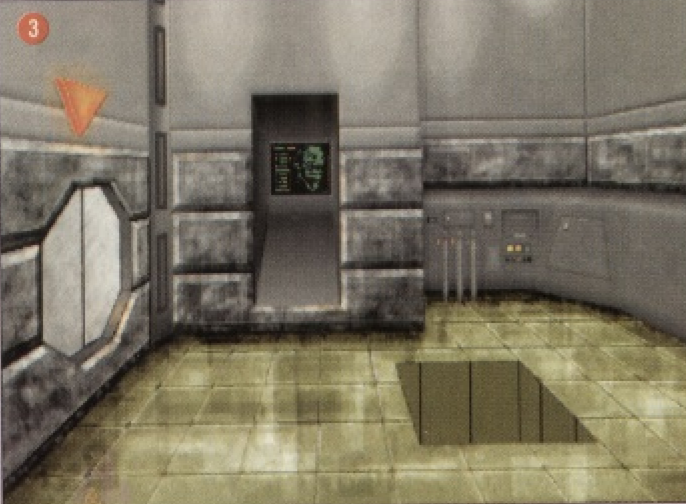
CHAMBER

This picture was created using a combination of *Brilliance* and *DPaint IV AGA*, by Richard Whittell of Warwickshire.

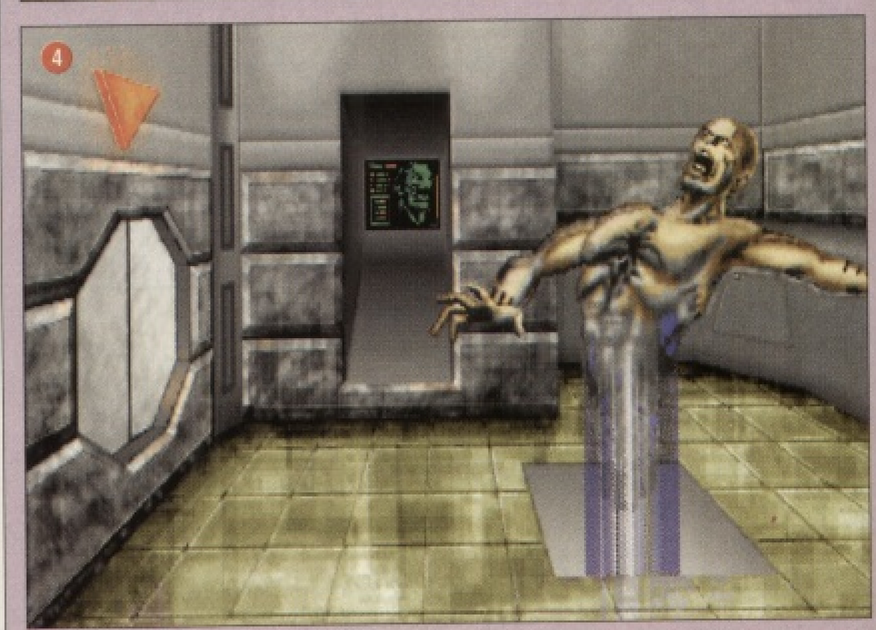


1. Richard started by drawing the creature on paper, finally scanning it onto the Amiga in hi-res 16 colour greyscale.

2. He then drew the chamber in free-hand and started on the detail of the walls.



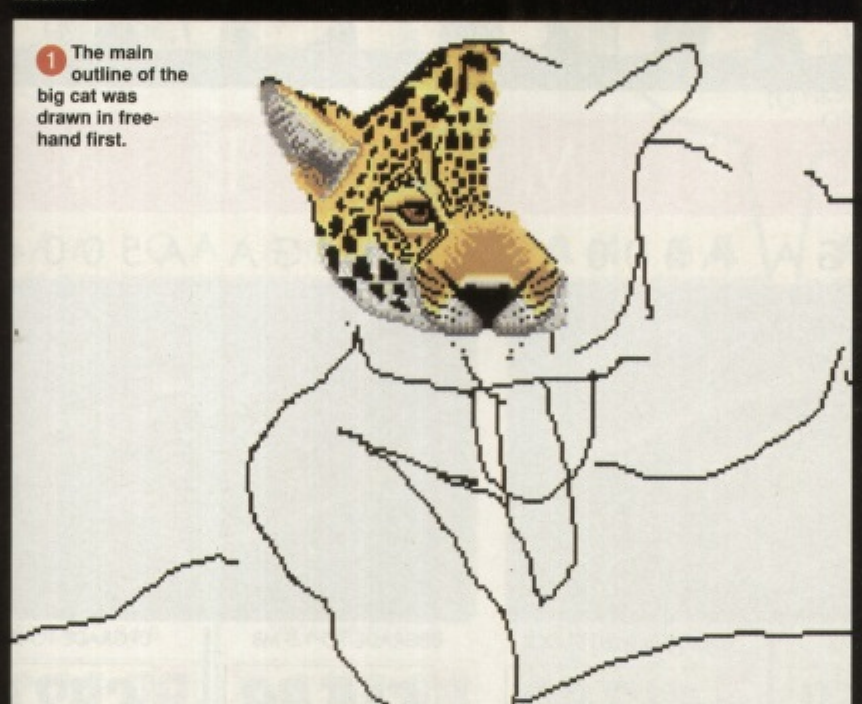
3.This is the finished back-ground image with the back of the room shaded darker than the fore-ground and colour high-lighting on the walls.



4. The creature was pasted onto the background with tint shading already done. Shadows and the light beam were added to complete the picture. He doesn't look too happy, does he?

JAGUAR

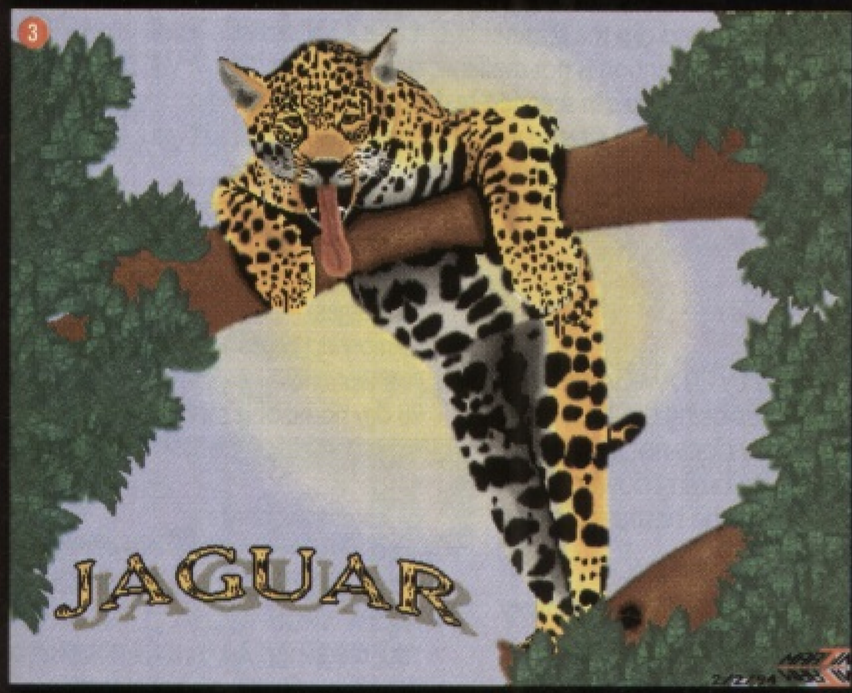
Martain Edwards of Glamorgon, drew this great image of the feline persuasion on his AGA machine.



1 The main outline of the big cat was drawn in free-hand first.

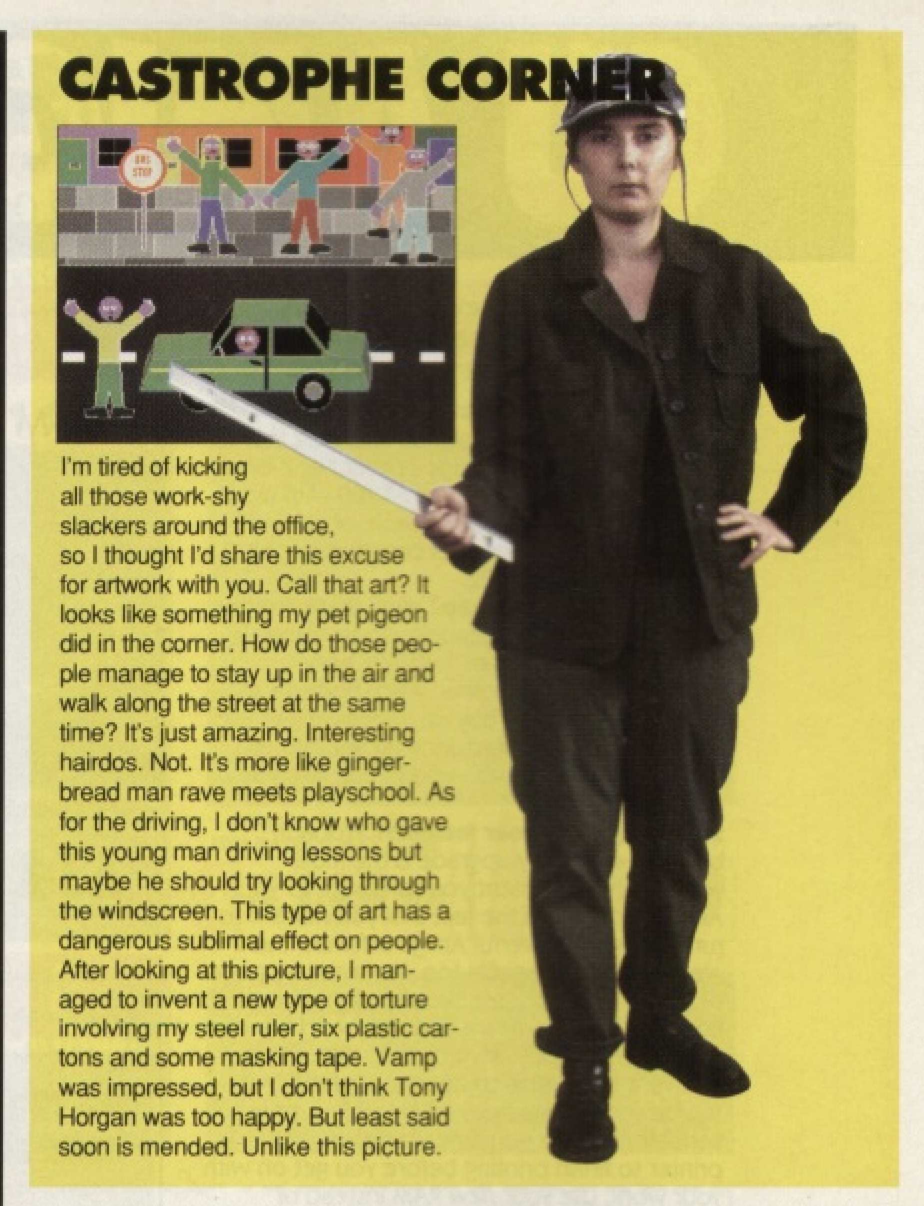


2 Then the Jaguar's detail was finished using a combination of draw and fill.



3. Finally the background was added and smoothing was used to tidy up the image.

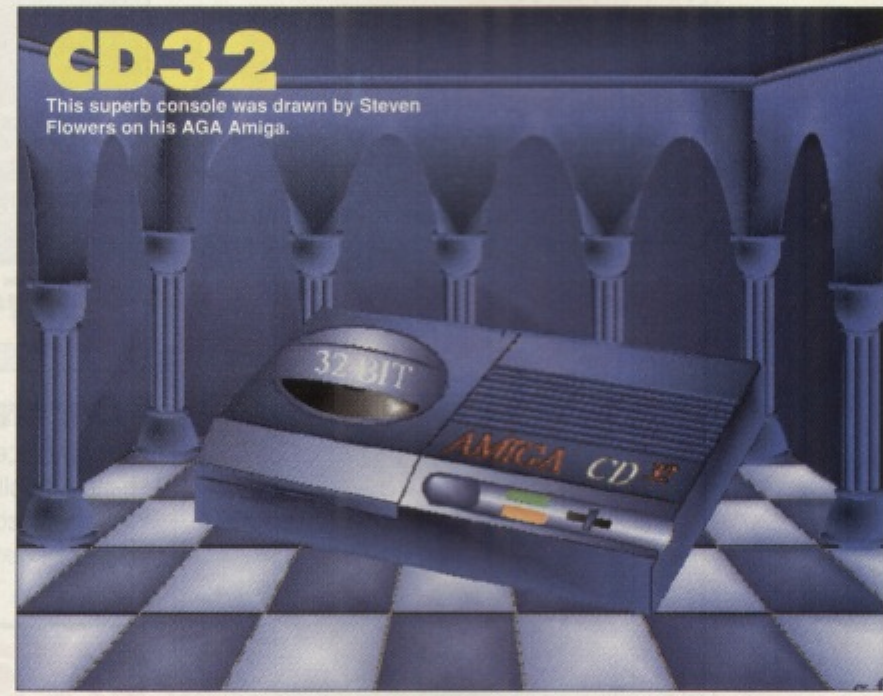
CASTROPHE CORNER



I'm tired of kicking all those work-shy slackers around the office, so I thought I'd share this excuse for artwork with you. Call that art? It looks like something my pet pigeon did in the corner. How do those people manage to stay up in the air and walk along the street at the same time? It's just amazing. Interesting hairdos. Not. It's more like gingerbread man rave meets playschool. As for the driving, I don't know who gave this young man driving lessons but maybe he should try looking through the windscreen. This type of art has a dangerous sublimal effect on people. After looking at this picture, I managed to invent a new type of torture involving my steel ruler, six plastic cartons and some masking tape. Vamp was impressed, but I don't think Tony Horgan was too happy. But least said soon is mended. Unlike this picture.

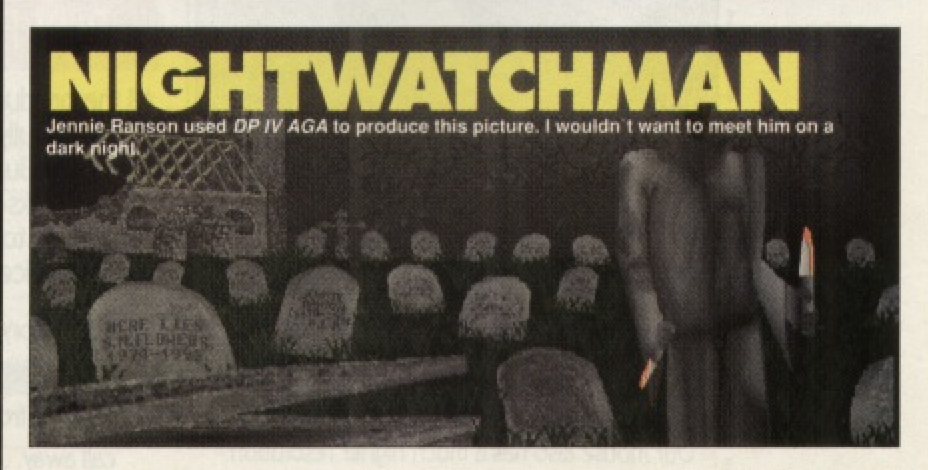
CD32

This superb console was drawn by Steven Flowers on his AGA Amiga.



NIGHTWATCHMAN

Jennie Ranson used *DP IV AGA* to produce this picture. I wouldn't want to meet him on a dark night.



CU AMIGA SPECIAL

Welcome to our new look readers' offers. This month sees the launch of our new upgrades for the Amiga A1200.

Unlike some A1200 upgrades, ours are fully PCMCIA compatible. Designed and built in the UK exclusively for CU Amiga - never has it been so affordable to upgrade an A1200 with more memory on a board also capable of adding a 68882 floating point maths co-processor at speeds of up to 50MHz.

How can we be so cheap? Well, thanks to the huge success of our campaign to upgrade all Amigas to a minimum of 1Mb, we have exceptional buying power. Also, because so many of our readers buy upgrades we can use the very latest manufacturing technology to produce our upgrades - and hence give you exceptional value.

So why upgrade your memory? Probably because a memory upgrade is the most versatile enhancement you can make to your Amiga. Apart from the fact that you need it to run the more powerful Amiga software there are many extra benefits too. You can use some of it as a RAM disk, just like a super-fast extra floppy drive. This means you can avoid the cost of a second floppy drive or hard disk. Some software that claims to need a hard disk will run on your Amiga from a RAM disk. A print spooler can save you time waiting for your printer to finish printing before you get on with your work, use your new RAM instead of upgrading your printer or buying an expensive buffer.

For reasons best known to themselves, Commodore 'forgot' a realtime clock for the A1200. Well, we've put it back with our new UK made A1200 clock for just £12.99.

Getting more from your Amiga means at least 1Mb, getting the best means adding as much RAM as you can is the essential Amiga upgrade!

MOUSE



A superb replacement Amiga mouse.

The CU Amiga mouse is a major enhancement because it uses micro switches for the buttons. Our mouse also has a much higher resolution - 280 dots per inch which means you need much less desk space and you get a much finer control.

MEMORY

AMIGA A500



UPGRADE TO 1MB — WITHOUT CLOCK **£14.50**

UPGRADE WITH CLOCK — WITH CLOCK **£17.99**

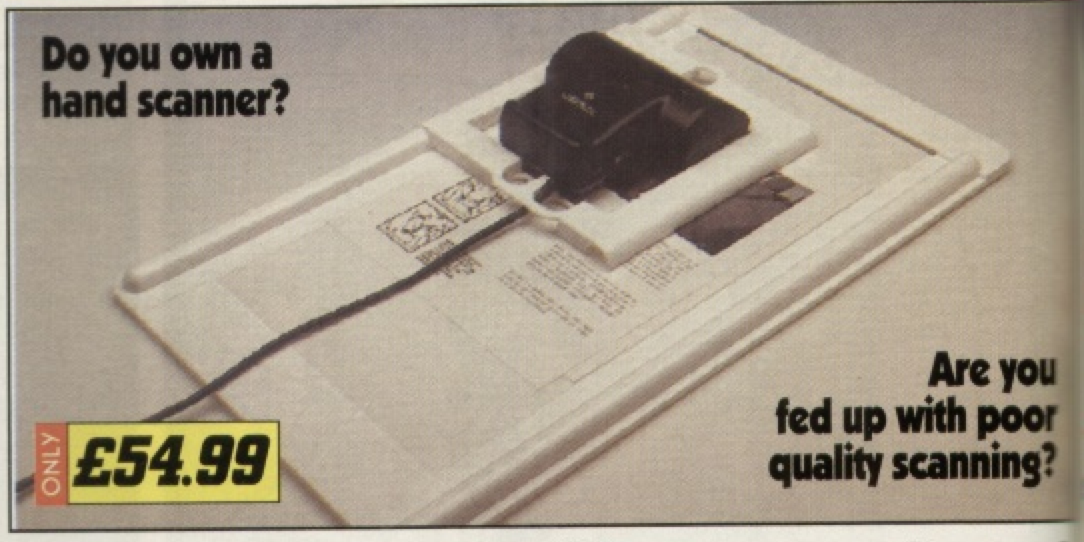
AMIGA A500+



UPGRADE TO 1.5 MB — WITHOUT CLOCK **£15.99**

UPGRADE TO 2 MB — WITHOUT CLOCK **£22.99**

SCANNER TRAY



Our brand new Scanner Tray will improve your results no end.

Simply place over the image and clip the scanner into it and it will act as a guide eliminating tricky hand wobbling. This amazing invention is not available anywhere else. Plus, it will help eradicate all that wasted time correcting mistakes in scanned text with our **OCR software**. It's a pain scanning pages of text only to find that they're littered with spelling mistakes. This software package will cut down on those errors before this even happens.

12 GOOD REASONS TO BUY FROM CU AMIGA

All the products offered by CU AMIGA have been carefully selected as being the best in their class. But top quality does not mean top price. Thanks to our huge buying power, we can deliver to our readers the best products at the best prices.

- All memory boards are populated with memory.
- All memory boards are individually tested.
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- Your credit or debit card will not be processed if the item you order is not in stock.
- Experienced sales staff are on hand for when you order or if you need advice before placing an order.

OFFERS



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68882 MATH CO-PROCESSOR WITH A1200 UPGRADE
TO FIRST 25 TELEPHONE ORDERS ONLY

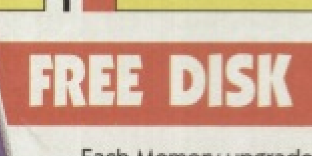
U P G R A D E S

AMIGA A600

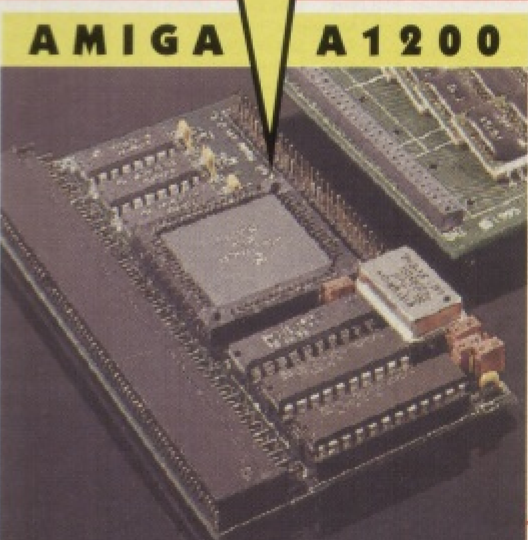


UPGRADE TO 2 MB — **£24.99**

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AMIGA A1200



UPGRADE TO 4 MB PLUS
FREE MATH CO-PROCESSOR
ONLY **£149.00**

A1200 CLOCK

CLOCK MODULE
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Lines are manned from **Monday to Friday 10am to 8pm** and on **Saturday 10am to 4pm.** If you call outside these hours you can place an order by answer phone - just give the information on the order form in the order it appears. You might find it easier to complete the order form before calling so that you can read directly from it.

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- ❑ A500+ upgrade to 1.5Mb £15.99
- ❑ A500+ upgrade to 2Mb £22.99
- ❑ A600 upgrade to 2Mb £24.99
- ❑ A600 upgrade to 2Mb including clock £34.99
- ❑ A1200 upgrade to 4Mb £149.00
- ❑ A1200 upgrade to 4Mb with 25 MHz 68882 .... £179.00
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- ❑ Scanner Tray £54.99
- ❑ OCR Software £99.00

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- ART2-2 HOUSES (2 disks)
- ART3-3 RELIGIOUS (3 disks)
- ART4 WWI AIRCRAFT
- ART5-2 MEN (2 disks)
- ART6-2 WOMEN (2 disks)
- ART7-2 KIDS (2 disks)
- ART8 BUSINESS
- ART9 OFFICE
- ART10 STUDENTS
- ART11 SALETIME
- ART12-3 XMAS (3 disks)
- ART13-3 PUNCH (3 disks)
- ART14 ANIMALS
- ART15 CATS
- ART16 SILHOUETTES
- ART17-2 SCHOOLS (2 disks)
- ART18 BABIES
- ART19-2 SPORT (2 disks)
- ART20 OLYMPIC
- ART21-2 MEDICAL (2 disks)
- ART22 SEA LIFE
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- ART26-2 BANNERS (2 disks)
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- ART34-2 TEDDY BEARS
- ART35-2 VANITY FARE
- ART36 HALLOWEEN ART
- ART37 SHOWTIME
- ART38 VEGETABLES
- ART39 FLORAL

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- 3033 DYNAMITE PRINTER DRIVERS Over 100 printer drivers on one disk including: HP500/500c HP550 HP Laser Jets, Star Printers, Canon, Seikosha, Epson, Amstrad etc.
- PDWB WITH DRIVER We'll install a driver on the version of Workbench you request, and send a full working copy with driver installed. Ready to use... all just £5.00 + P&P

A1200/A4000

- 3096-10 BAD BOYZ AGA
- 3175 UCHESS AGA 4 MEG
- 3209 WB3 RAINBOW
- 3211-5 WEIRD SCIENCE
- 3213-9 JPEG AGA IMAGES
- 3225-6 SUPER HAM PIX
- 3286 HOI GA MEGADEMO
- 3287 A1200 TETRIS
- 3288 A1200 VIRUS KILLERS
- 3289 A1200 UTILITIES
- 3293 PCX DATATYPE
- 3355 NEW WB3 KILLERS
- 3356 A1200 DEGRADERS
- 3403 MORE WB3 HACKS
- 3405 WINDBLENDER
- 3418 NFA A1200 UTILS
- 3419-2 FIT CHICKS
- 3422 RETINA BURN
- 3423-2 NIGHT BREED
- 3425 FREAKS BODYSHOP
- 3428 ANDYS WB3 UTILITY
- 3429 PLASMA CLOUDS 256
- 3432 ACTION REPLAY IV A freezer cartridge on disk. IT WORKS
- 3436 JPEG UTILITIES
- 3465-2 SPECCY Emulator
- 3500 HD MEM (Req MMU)
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AMIGA Workshop

ISSUE 17 MAY

Yes, good afternoon. I'd like a pound of sprouts, a small tin of spaghetti hoops, a box of drawing pins, and have you got a birthday card for my niece? No! It says Workshop, not corner shop! This isn't the place to get a bag of sugar and packet of custard creams at 7.30 at night. It's where we help you get the most out of your Amiga, whatever your particular interest happens to be (unless of course it happens to be pigeon fancying, in which case we can't really help you at all). We've got experts giving easy to follow tutorials on *DPaint*, *Scala*, *Workbench*, *OctaMED*, *Blitz Basic* and *ARexx*, plus all your views aired in Backchat and our regular Q+A section. All of that, plus Andy Leaning!

Regulars

In the final article of this mini series, Peter Lee figures out the best way of controlling the plethora of colours available with *DPaint AGA*...

PART 4

Pete Lee's DPAINT AGA TUTORIAL

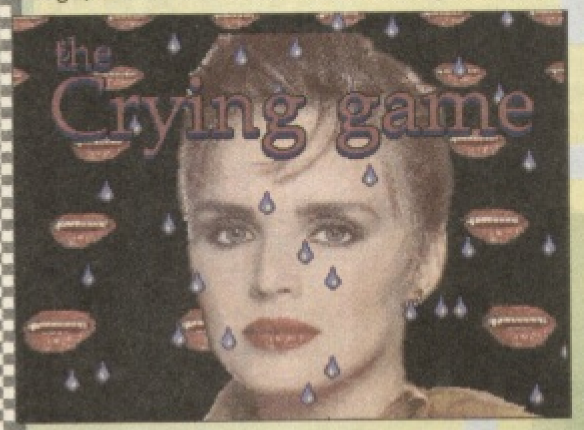
Having a standard palette with 256 colours has got to be one of the biggest thrills offered to *DeluxePaint* users by the Amiga 1200's AGA chipset. But even this is dwarfed when seen alongside the HAM8 mode, which can display 262,144 different colours in the low res 320 x 256 screen set up.

The problems associated with Hold And Modify are still present, but slightly minimised by a base palette of 64 colours; however you still get fringing as some colours are painted next to others. But in normal use, this is a worthwhile trade-off against some wonderful painting and animation effects. This is the final article in this brief AGA series, so let's get down to it!

MULTI-PLANE ANIMATION

In this exercise we'll be creating an animation with depth; it has fore, mid and back-grounds. Once again the subject isn't important, it's the technique which counts.

The idea for this animation came from a still image, in this case it's a 256-colour digitised pic-



Multi-plane animation in action – the animated mouths recede as they open and close, drops glide down screen.

ture of a woman's face. *DPaint* takes care of converting it to HAM8 mode when you load something like this in, which is pretty useful.

The background required some artistry. It's a full-screen four-frame full-perspective sequence of her mouth opening and closing, as if talking. I clipped out the lips, tidied up the edges, then created the opening lips based on the original.

To get the lips to curve as they open, I used the Brush/bend vertical option. Joining the edges of the mouth and adding the teeth was done by hand using standard DPaint drawing tools in magnify mode.

Once all four drawings of the mouth were complete, I created an eight-frame blank animation sequence, and pasted down images from the changing lips sequence on successive frames, in the same spot relative to the previous frame. When I got half-way, I reversed the order so the mouth would close for the final half of the sequence. The mouth was then picked up as an Animbrush, and the screens cleared

The particular effect we're after in the background is of an image moving off into the distance as it animates. To do this we need to call on Perspective. So, from the Effect/Perspective menu I chose Do, and using the numeric keypad, set the X plane to -34 (effectively tilting the brush image backwards).

To get the Animbrush moving up-screen as it animates I set a value of 128 in the Y movement box, and to cover the whole screen with the animated brush, selected Fill from the requester over eight frames. It took a short while, but *DPaint* filled the screen with opening and closing mouths, receding as they went up screen.

Next the mid-ground; I pasted down the woman's face in the same spot on each of the animation frames, then on the Spare screen, drew a series of raindrops. I cut out the whole screen as a brush, and flipped back to the first frame of the animation sequence. I positioned the brush handle at the lower edge of the large brush of raindrops, and from the Move requester cleared all values before entering -256 in the Y slot. This had the effect of drawing the sequence of drops down screen. To get even more drops, moving differently, I set the big brush's position differently from the first time, and did exactly the same thing until there was enough foreground rain. (To set a brush position, place it on screen, right click the mouse button, then press Undo from the toolbox icons).

The last touch was the foreground text, which was pasted manually on each of the eight frames. Pressing key 4 now animates the series of frames in a loop and very nicely too.

That wasn't too much of a challenge for HAM8, but it shows how techniques can be spread across the breadth of DPaint's range. This next screen, and the ideas used, was pushing it a little though...

WILLING AND ABE-L

Let *DPaint* brag a little by handling 100s of 1,000s of colours on screen. So, you've got over 200,000 colours. What are you going to do with them ? Not a lot on your own, but with *DPaint* working out all the



A magnified view of the image shows just how effective Translucency is for darkening colours.

hard parts, you can use this immense number to achieve glorious effects.

Once again the subject of this example isn't what's important, it's how the effects are achieved which will be of use. And for this example I wanted to give *DPaint* something difficult to work with, so I set up a Range of colours reflecting the rainbow – red, orange, yellow, green, blue, indigo and violet.

This was then used as the basis for a Line fill, with the angle set to the top right of a rectangle (you set the angle by placing a rubber-banded highlight line after using the Fill tool with Line



The finished screen. No animation, just flair, thanks to *DPaint.*

selected). The result is a multi-coloured tile, which I copied and pasted repeatedly as the backdrop to the image.

On the spare screen I loaded in a 256 colour image of the Lincoln statue in Washington DC, and cut round it. I wanted a shadow effect on the tiles, so having cut out the picture as a brush, selected Colour as the paint mode (F2) with black chosen from the palette as the foreground colour. This turned the picture into a solid black shape – a silhouette. In modes with fewer colours, black alone is okay as a shadow, but HAM8 can do much better; by making the Translucency setting 40, and turning it on, when the brush is now pasted onto the tiles the underlying colours are still visible, but darkened and muted to give a realistic shadow effect in the shape of the brush.

Pressing F1 restores the brush to its 256 colours, and it was a simple matter to offset it from the shadow and paint it on screen. The transparent foreground bubbles were created as solid objects on the spare screen, using a new range of colours which included a built-in highlight - lighter colours forming part of the range itself.

Once again Line was the Fill option chosen, and the spheres were pasted onto the main screen with a high translucency, 60%. Their sizes were altered simply by repeatedly pressing the - (minus) key.

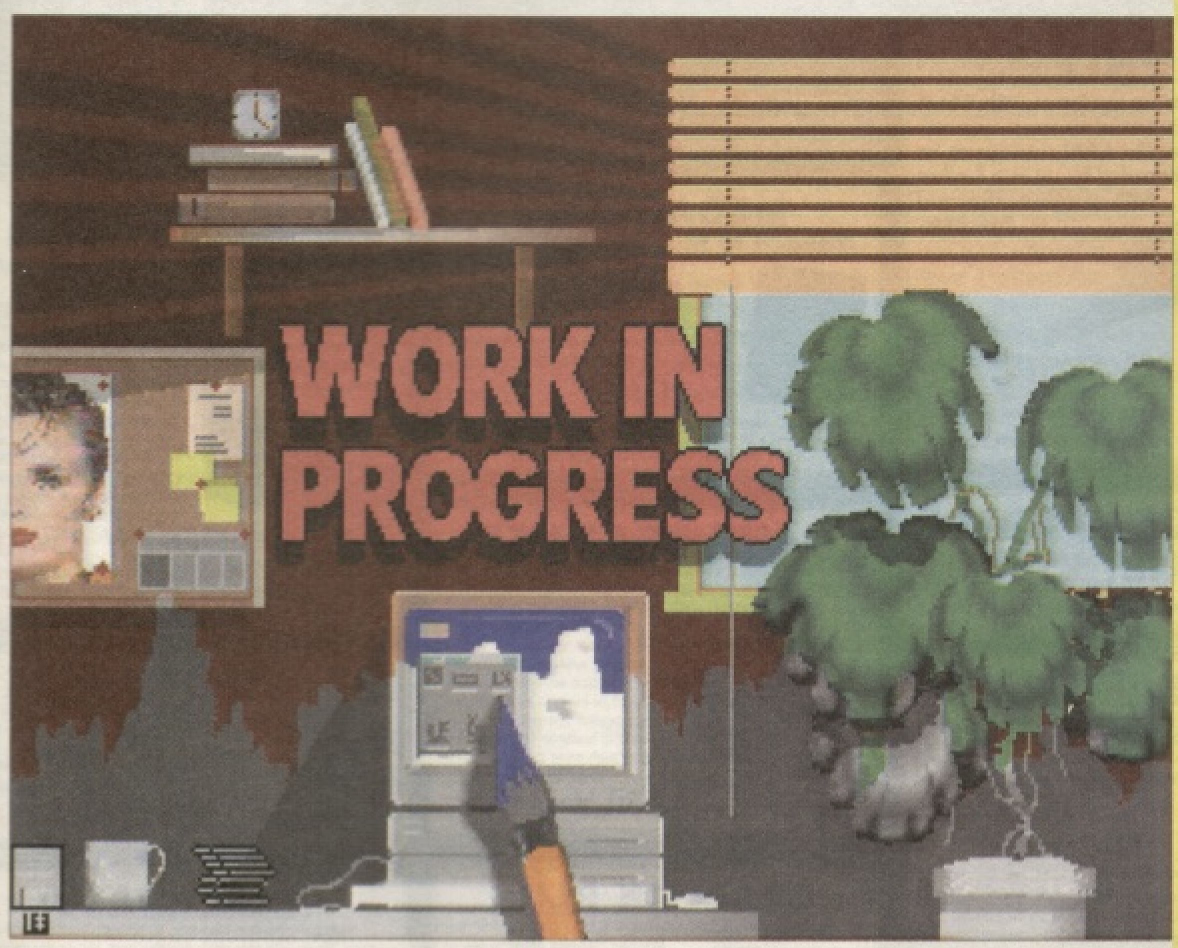
DPaint pasted them down wonderfully, the vast range of colours available in the palette allowing the image underneath to show clearly through, but affected by the topmost colour. Once again text was added to bring the screen's message home.

I hope the past four articles have been a useful appendix for A1200 users wanting to go that extra mile with *DPaint*. Until next time, let your ideas flow and your skills grow.

HANDS ON TUTORIAL

TUTORIAL FOUR

Peter Lee demonstrates the last hands-on tutorial in the series.



Our final tutorial image. We're going out with a big bang, but it's not as difficult as you may think.

For the final tutorial in the series we'll be combining techniques already covered, plus some new ones to help add finesse to your drawing skills. This tutorial is in HAM8 mode – a feature of the AGA chipset which allows A1200/4000 owners to use 262,144 colours on screen at once.

The picture is composed of many elements: the notice board, plant, computer are all designed individually, then added to the scene. The reason for adopting this modular approach is to enable us to create complicated items quickly on blank screens and keep the main image intact without risking edits which you can't undo. It also has the benefit of allowing you to build up a brush library of objects which you might well need at some future date.

THE PLANT

Start with the Monstra cheeseplant. A simple repeated shape is used for the leaves, and the highlight colouring is done automatically by DPaint AGA – it's like painting the Sistine chapel by numbers – draw an outline and fill it with shape and texture. Here's how...

The starting point is the leaf shape. Draw it in a solid colour because we're adding the light effects later. You can either use the Fill Draw tool, or rough out the shape, then tweak it by erasing the gaps between the leaf fingers.

Next, call up the Range requester, and place these colours in the corresponding order: From the left: slot 1, colour 9, slot 9 colour 106, slot 16 colour 100, slot 24 colour 109, slot 28 colour 104. You will notice when you Show this range, that dark and light variations of green produce subtle banding effects, and this is what we're capitalising on.

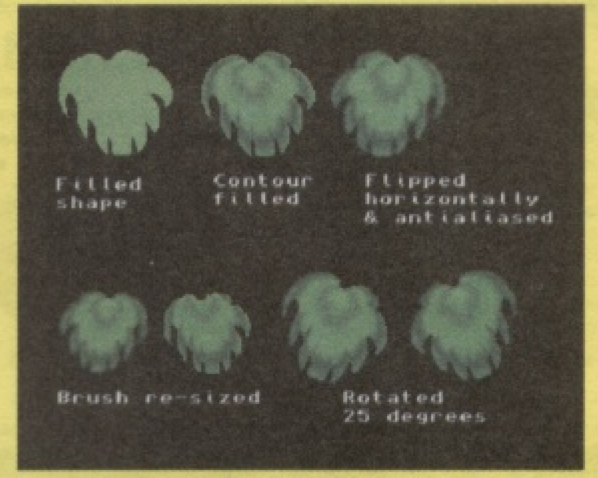
Because, when you now call up the Fill requester and activate the Hi (light) fill option, *DPaint* will be able to contour the greens into any shape you fill. By filling the solid leaf you will see the lovely way the greens shimmer and reflect off the surface in a realistic way.

From the illustration you can see various leaves, and they are all based on the single leaf we've just created. By clipping out the leaf, and rotating it around 25 degrees you can create a different looking leaf. Cut it out and flip it from left to right (press x on the keyboard) you make it face the other direction. Press + or - a few times, and you change its shape too. This way, one leaf can be cloned into our entire plant.

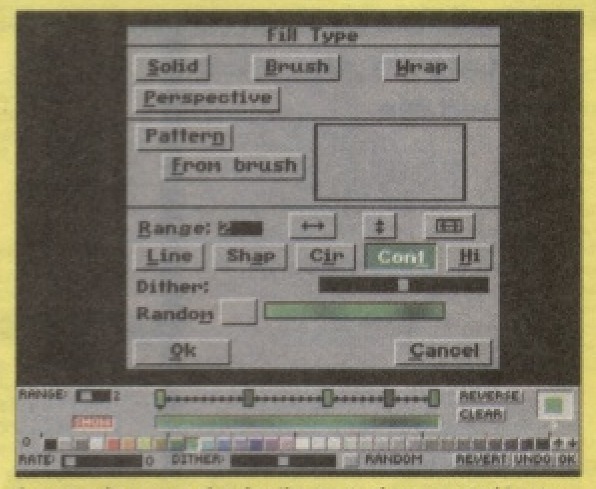
TIP: when rotating or flipping, set DPaint's Anti Alias to High to get rid of any jagged edges, which can form during these operations at this low resolution.

The plant's stalk is simply a series of forked lines, over which we can paste leaves in a realistic manner; and to add the final touch, a few aerial roots can be added using light brown.

The plant container is a filled rectangle which uses a range of browns; To create the highlight effect, select the vertical fill option before drawing. »



Propagation of the leaf: On the top left is the filled outline which forms the basis of all future leaves. The two leaves next to it have been filled using the green range and Highlight fill, and the lower row of leaves are rotations and resizings of the original leaf.



A composite screen showing the range of greens used to create the plant fill, together with the Fill requester's Contour fill option highlighted. For the plant pot , desk and shelf, you need a range of browns, with the Vertical fill option highlighted (that's the button directly above Cont).



The stalk is a series of branched lines, around which the leaves are placed for best effect

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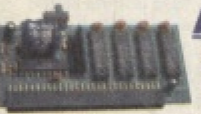
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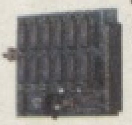
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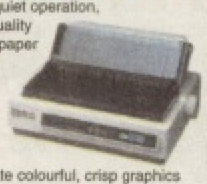
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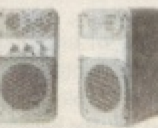
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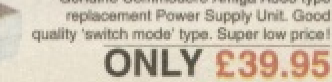
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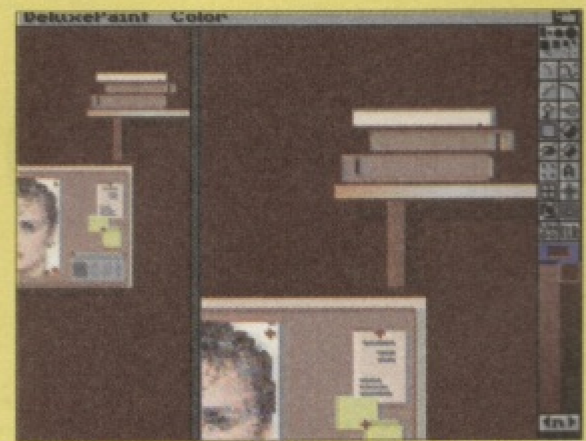


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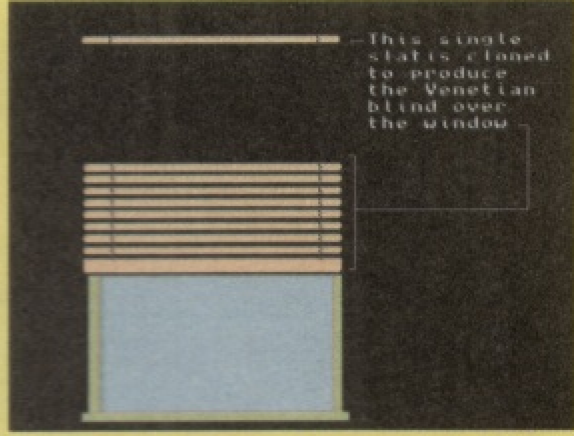
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DPaint draws the container for you too: a range of browns, using the horizontal fill option. Brown range colours are 192 and 202.



The notice board and shelf begin to take shape in this magnified view.



The window is a blue rectangle with a simple frame, and the blind a series of cloned rectangles overlaying it.

NOTICE BOARD, SHELVES & BOOKS

This is simply a set of rectangles, with the nice addition of a digitised image. The image was one of many available on PD disks, and was repeatedly shrunk using *DPaint*'s halve brush option (keyboard h). The quality doesn't have to be brilliant, because it's a throwaway element on the picture. The Post-it notes and cuttings are single colour rectangles, held on the board by single-dot red tacks.

The books, again, were simple rectangles. The shelf, together with the desk used identical colour ranges to the plant pot to give a highlight to the wood.

WINDOW

This feature was the only object drawn in situ, on the screen. Its positioning was key to the design of the screen. And all it consists of is a blue rectangle surrounded by a wood-coloured frame. The actual Venetian blind is one thin filled rectangle cloned repeatedly and positioned to create a half-open effect.

COMPUTER

Although small, this is a key element in the construction of the drawing. You might want to draw it large, then shrink it down to size. But doing this will eat away at the definition in the final object, resulting in jagged lines and pixelisation. Far better to work in miniature, using *DPaint*'s magnify option. The computer is, as you can see, a series of rectangles with rounded corners (just remove each corner pixel for the effect).

The display screen has a window open on it, a pointer, and a shiny highlight to suggest curved glass.

To do this, place a small blob of white on the blue screen, then choose Smooth from the Effects menu, and blur around the blob's edges a little. Mouse and keyboards are your standard rectangles.

PUTTING IT ALL TOGETHER

As you draw the various elements, you should save them, either as full screens, or as brushes, because now's the time to bring all the various elements together. Your main drawing screen should contain the mid-brown background colour and a window, positioned to the right of centre. First thing to add is the plant.

Either load in the brush, or switch to your spare screen, load in the picture of the plant, and clip it as a brush.

Position it in front of the window, and for emphasis you can select black as the foreground colour and outline the plant (keyboard o). The benefit is that this will make the plant stand out, but the downside is that when painted on the light blue of the glass, this outline will look intrusive, so you will need to manually remove it where the plant overlays the glass.

Now place the other elements in roughly the areas shown in the illustrations, and you can add personal items to the desk – cups, disks or whatever.

SHADOWS

To give a feeling for depth to the scene, you need to add shadows; the main light source is the window, so shadows should follow the line of the light.

For instance, the shadow on the computer is on the left, and angled down. To create a shadow, choose black as your foreground colour and from the Effect\Translucency settings menu, set a value of 60%; this will give a dark enough shadow without obliterating what's underneath.

Now with the filled polygon tool selected, draw out the shapes of the shadows, and they will be created by *DPaint* once your polygon line is closed (to close a polygon quickly, just press the Space bar).

The most effective shadows on the image, and ones which give it atmosphere and depth, are from the blind.

Again, using the same translucency settings, and the polygon tool, draw out elongating shapes to represent light and shade bursting through the blind. The broad ends to the shadows suggests the length of the wall they are falling on.

FINAL TOUCH

To finish the job, I wanted to give a part-coloured effect to the scene, which meant removing some of the colours already placed in a running paint effect.This is easily achieved by selecting Tint from the Process menu option and turning Process on (Alt/p). Select white from the palette, and using the freehand filled drawing tool you can define an area which will be turned to monochrome, suggesting it's still to be painted.

The brush is added finally as a visual clue to the message we're getting across, and the text sums up the image. The brush's shadow was added using mid grey, with Translucency on, and its edges Smoothed.

That's the end of this short series of hands-on tutorials, which I hope have been useful for learning more about the power of *DPaint AGA* and, much more importantly, the range of skills which it unlocks in every artist, from beginner to professional. Finally, I hope you have enjoyed reading these tutorials as much as I have enjoyed doing them. CU


The notice board and computer, magnified to show detail.

Placing the elements – now we're getting somewhere.


The shadows are giving substance and depth to the image.



Magnified view of the brush, showing the contrast between the painted and non-painted areas of the screen.

VIDEO TITLING ON YOUR AMIGA

PART 2

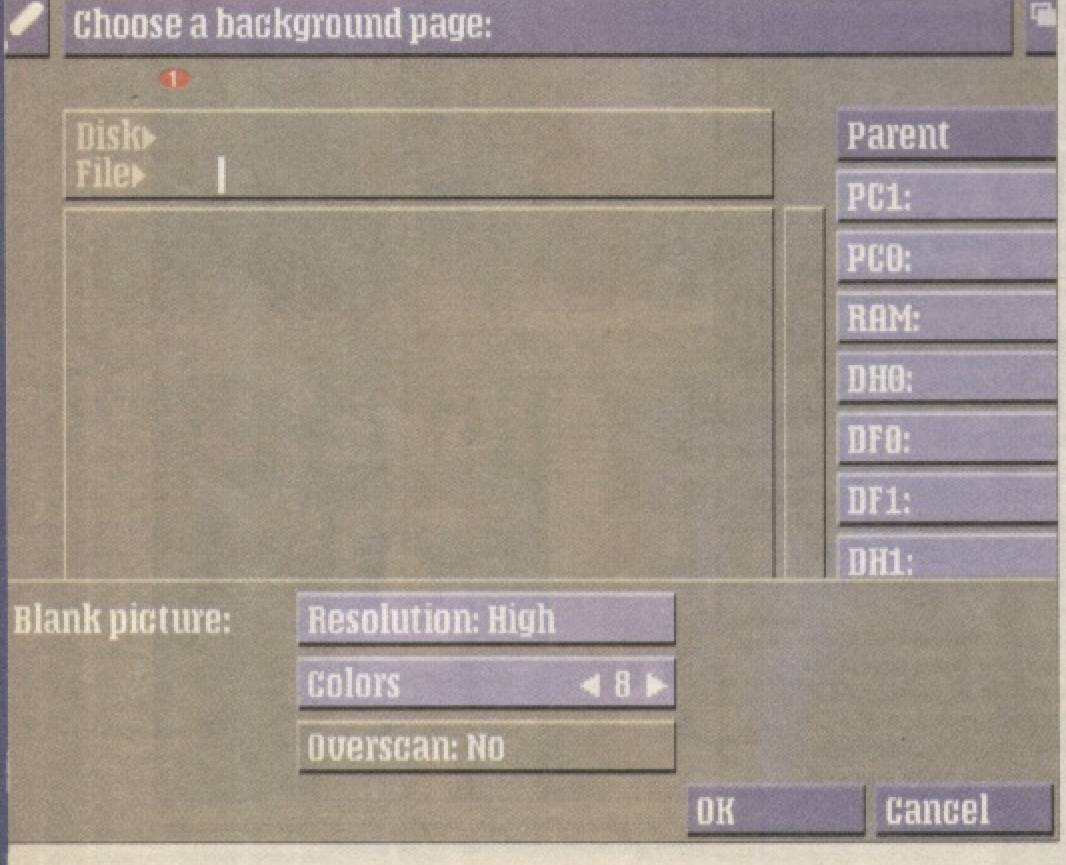
After last month's introduction to *Scala HVT*, Jason Holborn delves ever deeper into this powerful program. Stephen Speilberg eat your heart out.

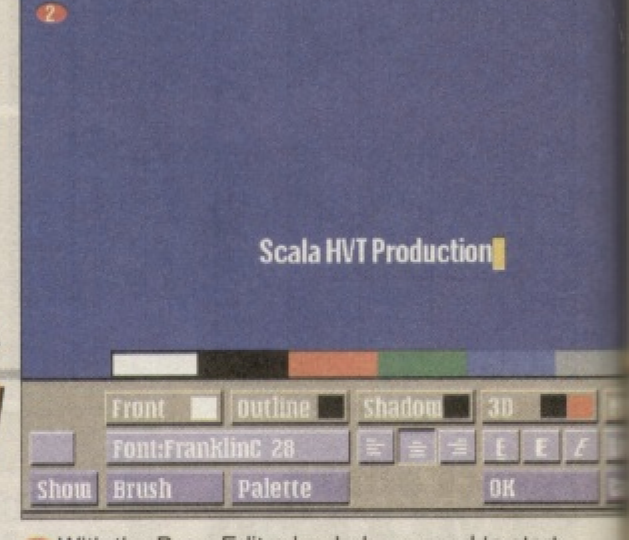
Welcome back to CU AMIGA's guide to Amiga desktop video. Okay, so I know that the headline says 'Video Titling', but there's a lot more to desktop video than just the process of overlaying titles onto video. Desktop Video is perhaps one of the most open-ended applications on the Amiga as it can address just about any creative aspect of using the Amiga such as sound sampling, 3D modelling and video digitising amongst others. Rest assured that we'll be covering most of these areas over the coming months.

If you were with us last month then you'll already know that we started the first part of a tutorial introducing our brilliant coverdisk video titling program, *Scala HVT*. If you missed either that issue or indeed the issue with *Scala* on its front cover, then back issues are still available. In the meantime, however, let's get stuck in with the second part of our *Scala* tutorial.

❶ Last month, you should have successfully managed to create a new page complete with your own video titles. When you clicked on the 'Run' gadget on *Scala*'s main menu, you should have seen your titles appear on the screen. The big problem is, however, that the titles are not very exciting. They're about as visually stunning as little white dot which comes on the TV last thing at night. Don't get all disheartened, however, as *Scala* is capable of much, much more.

So, let's start by creating a new page. Click on the 'New' gadget and when the 'Choose a background page' requester appears, click on the 'Ok' gadget and select the default screen mode (high resolution, eight colours, overscan off) by pressing the second 'Ok' gadget. With any luck, the *Scala* Page Editor should spring to life before your very eyes.



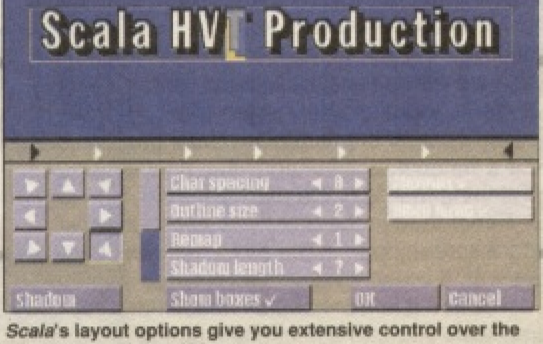


❷ With the Page Editor loaded, we need to start by entering some text. Before you type anything onto the page, we need to set up a few attributes so that the text appears exactly as we want it. Start by clicking on the 'Centralise' gadget (the middle gadget in the group of three immediately below the 'Shadow' gadget) and then click the right mouse button to temporarily hide the toolbox display. You should then see the entire page on the screen. Click the mouse button as near to the very centre of the screen as your coordination will allow and then enter a line of text such as 'A Scala HVT Production'. Once you've done this, click the right mouse button to bring back the toolbox display.

LAYOUT CONTROLS

Scala gives you an impressive level of control over the various video effects on offer. If you go to the *Scala* Page Editor and click on the 'Layout' gadget, you should see a new requester pop up onto the screen containing a large number of gadgets. Running along the top of this requester are seven little arrows, these are your tab settings that, just like a word processor, give you precise control over where the cursor jumps to when the 'TAB' key is pressed. You can change these tab settings very easily simply by clicking on the arrow you'd like to change (a yellow line should then appear) and then dragging the arrow to its new position.

Below these arrows on the left-hand side of the screen are eight gadgets arranged in a box pattern, each with a little arrow pointing outwards from the centre of the box. This arrangement of gadgets gives you control over both the direction of a shadow (where it is cast) and the direction of 3D extrusion. Just click on one of the eight arrows and any text that has a shadow effect should change to reflect the new shadow direction. Immediately to the right of these eight gadgets are a further set of four gadgets with a scroll gadget immediately to their left. Although only four gadgets can be displayed on screen at once, moving the scroll gadget up and down will reveal more. Each of these gadgets gives you precise control over a particular aspect of *Scala HVT* – the size of a text outline effect, the length of a shadow, character spacing and so on.

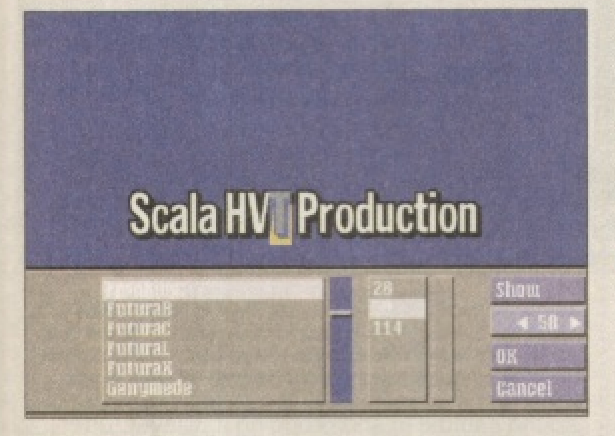


Scala's layout options give you extensive control over the appearance of your titles.

BLANKETY BLANK

If you attempt to apply a page effect to the first page in your *Scala* presentation, you'll notice that Scala never actually shows it. Whilst this can be very annoying (most presentations look very nice if they start by fading in, for example), you can get around this limitation. The trick is to create a 'Blank' page – that is, a page with no titles. Don't worry if you have already created a number of pages for your presentation, simply click on 'New' and when the background page requester appears, click on 'Ok' and then 'Ok' again to enter the Page Editor. Now simply click on the Page Editor's 'Ok' gadget and when you're asked to name the page, it should be called 'Blank'. Click on the 'Ok' gadget and you'll be returned to the main menu. Now that you have your blank page, click on its page name gadget (the long gadget) and, whilst holding the left mouse button, drag it up the screen and let go of the mouse button when its over the top of the first page. You should then see all the pages shuffle down to make room for your blank page.

Before you can go any further, however, you also need to change the 'Wait' event setting (the little gadget with a picture of a mouse in it) for the blank page. Click on the 'Wait' gadget and another requester should appear labelled 'Wait in seconds:'. Click on the right arrow and the mouse should change to '0'. Click on 'Ok' to return to the main menu and that's it - when you play your presentation, the page effect applied to the first page will appear. Clever eh!



If all went well, you should now be looking at a rather uninspiring title with a little yellow cursor sitting immediately at the end of the line. Let's make the title a little bit more interesting by first increasing the point size of the title – click on the gadget labelled 'Font:fontname nn' ('fontname' and 'nn' will vary between machine configurations'). The *Scala* font selector should then pop up onto the screen. Choose a suitably large font (preferably around 60 point) and select 'Ok' and the title should change to reflect the change in size and font. If you're feeling a bit more adventurous, why not turn on the 'Outline' and 'Shadow' effects? Now that we have some text on the screen, let's take a look at a brand new aspect of *Scala* – text wipes. Text wipes are a very powerful aspect of *Scala* that allows you to change how a line of text should appear on the page when the page is first displayed. Previously all the text that we were creating was simply fixed to the page so that when it appeared, the text appeared to be an integral part of the page.

3 With text wipes, however, we can breathe life into our *Scala* pages with wipes, scrolls, dissolves and a whole wonderful host of other powerful effects.

Before we can apply a text wipe to a line of text, however, we need to select the line we wish to use. As we've only got one line of text, click on that with the left mouse button so that the cursor sits immediately over the title. To access the text wipes menu, click on the blank little square immediately above the 'Show' gadget and a new requester should pop up onto the screen containing lots of little boxes with strange patterns in them. Each of these boxes represents a text wipe. By default, *Scala* doesn't apply a text wipe to any new text that you enter and so the currently-selected text wipe should be the little blank box up in the top left-hand corner.

This text wipe is actually a bit strange because it actually means 'No text wipe'. You're probably dying to know what each effect does but I think I'll leave this for you to discover. After all, the best way to get to grips with anything of this nature is to experiment.

For the meantime, however, click on the box that contains a little arrow that points upwards and then click on the 'Show' gadget. As if by magic, the text wipes requester will disappear and you should be left with a completely empty screen. Hang on a minute, where's our title? Wait for it...

If all went well, your titles should have smoothly scrolled into view from the bottom of the screen. Once you've previewed the effect, *Scala* should then return you to the text wipes menu.

Why not try playing around with the other text wipe effects, simply click on an effect that grabs your fancy and then select 'Show' and *Scala* will automatically tag that effect to your line of titles.

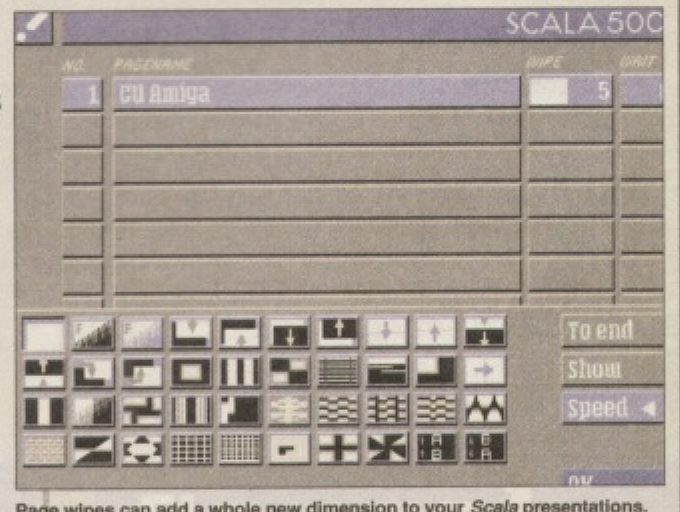
Once you've finished playing, click on the 'Ok' gadget and you'll be returned to the page editor. If you look at the blank gadget that you clicked on earlier to get to the text wipes requester you should see that its gadget imagery has changed to reflect the wipe effect that you last selected. CU

PAGE PLAY

We've already taken a fairly comprehensive look at the range of 'text wipes' offered by *Scala HVT* but the action doesn't stop here. *Scala* also offers a different type of wipe effect – the page wipe. Unlike text wipes which only effect a single line of text per effect, page wipes effect the page as a whole. The range of effects on offer is just as comprehensive although you may find that some of the effects offered by the text effects menu are not available as page effects.

Accessing these page wipes is very easy indeed. When viewing your presentation from the *Scala* main menu, you'll notice that every page has associated with it a 'Wipe' gadget. Normally this gadget will contain a blank white square with the number '5' next to it but you can easily change this setting simply by clicking on the wipe gadget for the page that you'd like to edit. Clicking on this gadget will bring up the page wipes requester which looks very similar to the text wipes requester with loads of little pattern gadgets arranged in rows and columns.

Applying a page effect to your selected page is very simple indeed. Simply click on the effect that you want and it should be highlighted. Just like the text wipes requester, you can preview your wipe effect by clicking on the 'Show' gadget. Remember that little 'five' that appeared next to the blank box in the wipe gadget on *Scala*'s main menu? Well, this figure denotes how fast the effect is to be performed – a value of five is average but you can easily speed up or slow down most of *Scala*'s wipes by clicking on the left or right arrows on the little gadget labelled 'Speed'.



Page wipes can add a whole new dimension to your *Scala* presentations.

THE AMIGADOS PROBLEM SOLVER

Get the most from your Amiga with John Kennedy, as he looks at some of the more interesting Workbench features.

Not only is the Workbench one of the most powerful multi-tasking environments available today, but it is also incredible easy to configure graphics, colours, pictures and fonts to your own personal preferences.

To give yourself a bit more room to manoeuvre, switch on the background option from the first Workbench menu. This will remove the window that Workbench normally opens on and so free up some space for you.

You might also want to use the Preferences program 'Overscan' to enlarge and centre the screen so that even more space is available. Make sure you save the settings or they will revert back to their original settings when you next boot. You can save the Background option with the menu item 'Snapshot All'.

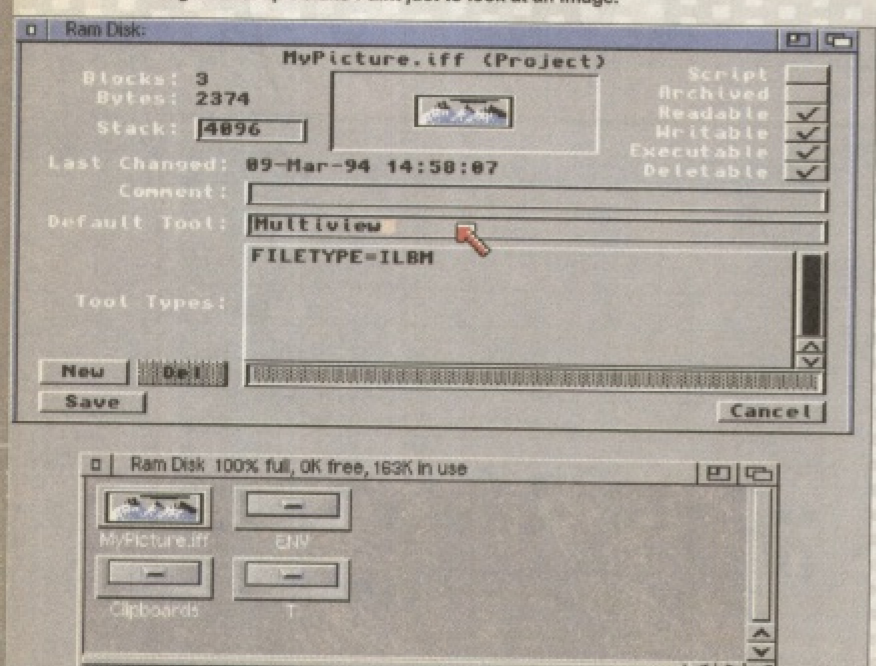
LEAVE ME OUT

A powerful feature which can make finding programs on your hard drive a lot easier is the ability to 'leave out' icons on the Workbench. Find a program that you use a lot, say *Deluxe Paint*. Now single click and select 'Leave Out' from the Workbench menu. The icon moves itself to the Workbench, and even when you reboot it will still be there. Now instead of hunting through umpteen drawers you can keep all your important programs on your Workbench, ready for action. To get rid of them, use 'Put Away' and they will return to whence they came in a puff of logic or such like.

You can even leave different preferences out on the Workbench. For example, you can save a screen mode preference which uses a low-res two-colour NTSC display for when memory is tight, and then leave it out on the Workbench. You could click it before running any really memory-intensive programs.



As the Amiga multi-tasks, you can have multiple copies of *Multiview* running. If your images are colourful, up the number of Workbench colours to 256 to do them justice. Notice the Shell icon, left out on the Workbench for ease of use.



Change the default tool to MULTIVIEW, and save yourself having to load up *Deluxe Paint* just to look at an image.

MULTIVIEW

Multiview is an amazing program which came as part of Workbench 3.0. *Multiview* can do almost everything, from displaying text and pictures to playing sound samples.

The key to *Multiview*'s versatility is that it makes use of another Workbench 3.0 innovation – Datatypes. A datatype is a special file which contains information on how to process data. For example, a GIF datatype would contain all the information needed to display GIF files (compressed 256 colour image formats common on the PC).

Once the datatype is installed, *Multiview* will automatically make use of it.

Running *Multiview* is easy. Either find the icon in the Workbench Utilities drawer and double click it. Alternatively, use Amiga-E to bring up the short-cut 'execute a file' requester and type *Multiview* [return].

You'll be greeted with an exciting-looking file requester, so select the file you want to examine – a picture or some text for example.

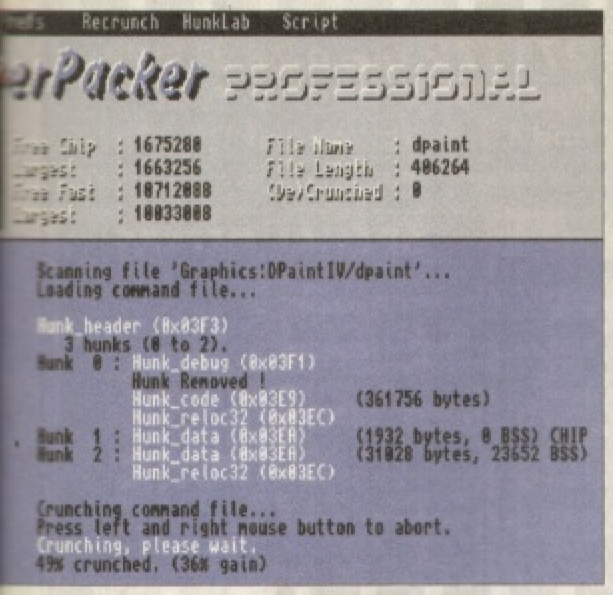
Multiview should open a window to display whatever it is you want to look at. Once the window is open, you can drag other picture icons into it and they will also be displayed. Try dragging a sound sample in and dropping it. Clever, eh?

You can drag files into the file requester, but *Multiview* won't load them – only alter its path names ready for loading. You can also make *Multiview* the default tool for display images Try this: create and save a picture with *Deluxe Paint*. Now quit *DPaint*, and find the icon for the picture. Highlight it, and select Information from the Workbench menu. Delete the part that mentions *DPaint*, and enter *Multiview* instead. Now when you double-click on the picture icon, the image will pop up without having to load *Deluxe Paint*.

When graphics are displayed you can even use the Edit options to snip a piece of the image out. It will be stored in the Clipboard (that is, in Ram:Clipboards/) from where it can be loaded into another paint program.

COMPRESSION

It's one of the many rules in computing that you never have enough storage space. You start with a single floppy, but you soon fill that up so you buy a 40Mb hard drive. That lasts about a week before 'Volume hd0: is full' messages appear and before you know it you've got several gigabytes of disk space and they are still all 99% full. So, if you don't want to chuck everything in the trash-can, data compression is your answer. The choice varies from automatic compression systems or manual-intensive archiving systems.



PowerPacker will compress all your programs to save space. It's just as useful for hard drive owners as it is for floppy folk.

PowerPacker is a good automatic compression program. *PowerPacker* will process files, squash them down to roughly half the size, and then add a special de-crunching routine. If you squash *Deluxe Paint* for example, *PowerPacker* will crunch it down from 406264 bytes to 258604 bytes, which is a saving of about 37%. The only disadvantage of the process is that before you can use a decompressed program it has to be expanded back to its original size. This is handled automatically with *PowerPacker* – just click on the *DPaint* icon and it expands and runs while you watch. On an A1200 the time required to expand the program is negligible.

Archivers are slightly more complicated. LHA is a very popular archiving system and any file ending in .lha has been crunched by it. LHA takes its time, but crunches *DPaint* down to 232692 bytes which is a bigger saving than *PowerPacker*. Text files and simply IFF pictures crunch up spectacularly well, sometimes taking up 90% less space.

LHA is only usable from the Shell, and requires a bit of thought. The command, 'lha a Paint DPaint' will create an LHA archive called Paint.lha (the lha is added automatically) and squeeze *DPaint* into it. The program is now no longer a program – it's a data file, and so you can't run it straightaway. You must unarchive it first. To do this enter the following: 'lha x Paint' and the original *Deluxe Paint* will appear as if by magic.

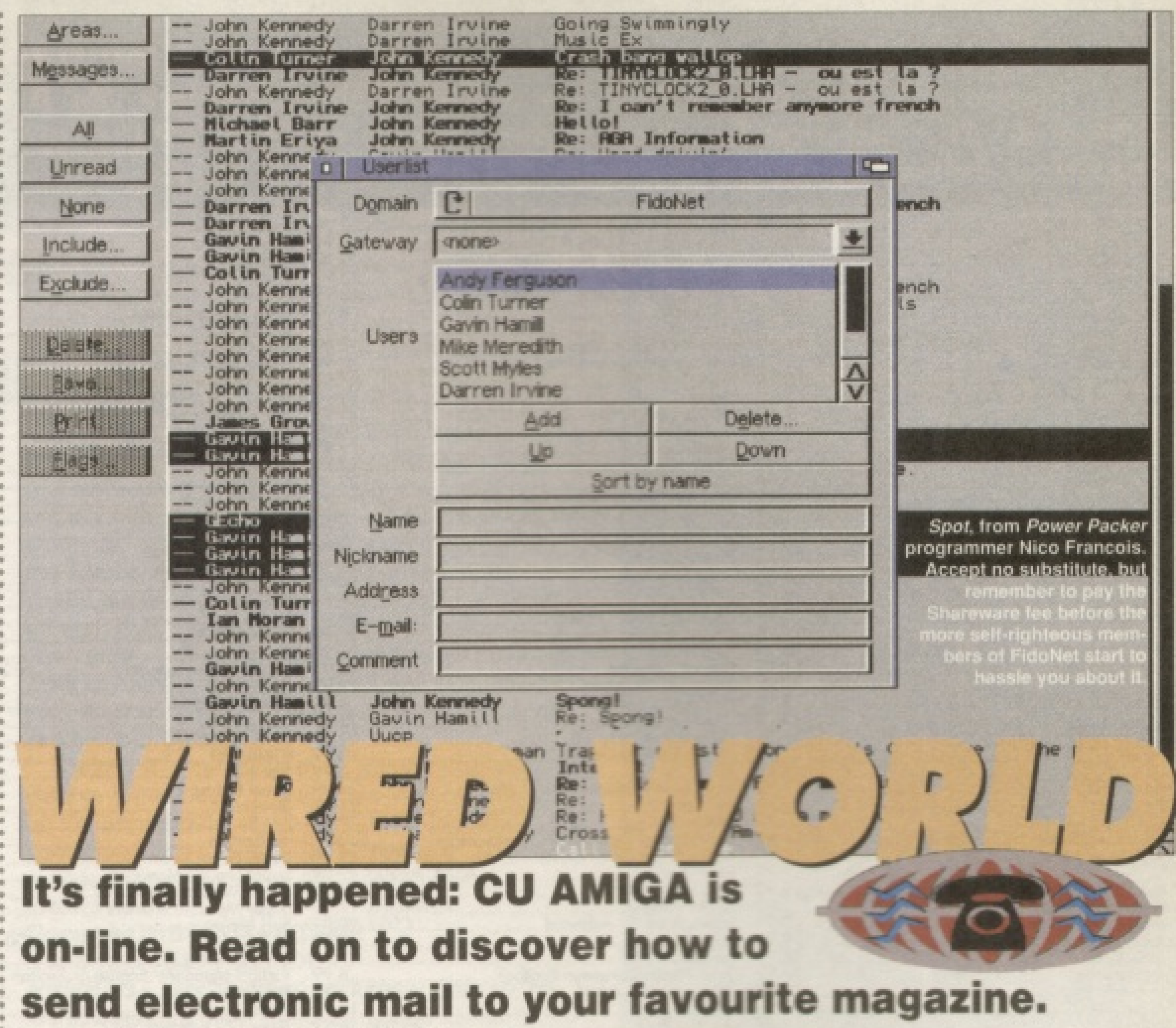
A program like LHA is ideal for storing data and programs which you don't use very often. It's also ideal for sending data via modem, as shorter files mean lower telephone bills.

The compression program DMS is rather a unique program, which has found great popularity amongst magazine coverdisks and CD-ROM public domain software collections. Unlike LHA or *PowerPacker*, DMS concentrates on an entire floppy disk at a time, crunching all the different files and drawers into one huge file. Everything on the original disk is stored including any special bootblocks, which makes it the ideal way to distribute demos and other complicated programs. As you might expect, it can only uncompress data by re-filling an entire floppy.

Both *PowerPacker* DMS and LHA are available from good Public Domain libraries. Remember to pay the shareware fees if you use them a lot. CU

NEXT MONTH

Next month, John Kennedy looks at some Public Domain programs and how they can enhance your workbench..



Spot, from *Power Packer* programmer Nico Francois. Accept no substitute, but remember to pay the Shareware fee before the more self-righteous members of FidoNet start to hassle you about it.

WIRED WORLD

It's finally happened: CU AMIGA is on-line. Read on to discover how to send electronic mail to your favourite magazine.

FidoNet is an amazing international electronic mail system. For the price of a local call you can send message anywhere in the world. FidoNet has many 'echoes' which are local, national or international conversations on any specific topic. There are echoes on almost every topic under the sun – including the Amiga and Amiga magazines as well as other subjects. Anyone can join in to leave a comment or ask a related question. The Amiga echoes are where you'll find CU AMIGA (surprisingly) in the Amiga-Mags echo. If you are on FidoNet, ask your boss to get Amiga-mags echo for you and then feel free to send your comments directly to us via the echo. You never know, you might even get them published in the magazine. It's worth reading to catch up on all the news and watch the staff from different magazines squabble amongst themselves about cover disk deals and pay rises.

If you want to leave more personal or comments not-directly magazine related, you can send email directly to CU AMIGA care of John Kennedy whose Fidonet address is 2:443/13.4 on the Heart of Gold BBS (Data: 0247 274919).

To get onto FidoNet you need four things: an Amiga (any version will do), a modem (2400 baud or better), a copy of Spot (an excellent message reader program from Nico Francois) and TrapDoor (the program that talks to your modem to transmit and receive mail). The programs are both Shareware and are widely available – ask your favourite PD Library for details. Then all you have to do is call any BBS and ask where your local board is. From then on it's plain sailing... or as near to plain sailing as Comms can ever be.

You can do without Spot and Trapdoor and use an ordinary Comms program (NComm or Term) to access your local Board, but you'll miss out on the money-saving off-line reader options.

Using FidoNet is free – you only pay for your local call, and with a good modem and a program like Spot you can keep the price down to a few seconds a day.

HOT HINTS

*Remember the special BT cheap Weekend rate when logging into boards that are not local.
*When using fast modems, for example the Sportster 14.4K, you must set your baud rate correctly. Don't set it to 14.4K because if you do you'll negate the purpose of the clever data compression present in these modems. Instead, put at 19200, 38400 or 57600 depending on which Amiga you have, don't worry, the modem will know what's going on.
* Numbers preceded with 'Tel:' are normal voice numbers. Numbers preceded with 'Data:' are modem-only numbers.
* TrapDoor, the FidoNet mail packet manager for Amiga, has a UK registration centre. Send a stamped self addressed envelope to Lawrence Freeman, 2 Seaview Villas, Oldminster Road, Sharpness, Gloucestershire GL13 9NB for details or pop him a cheque for £25 with your card number of the back if you know what you're doing. I'm trying to track down a UK address for registering *Spot* – if anyone knows please get in touch.
* Many thanks to Colin Turner at the Heart of Gold.

NEW BOARDS

Sysop James Grove has asked for a plug for his new BBS. It's dedicated to the Amiga and is open 24 hours a day with 600Mb of on-line software available for downloading. It has hundreds of Fido Echoes available plus Internet access and best of all the the entire thing runs on an A4000/030 with a US Robotics V-Terbo modem .

The wonders of Comms means that although the board can work at ludicrously fast baud rates offered by the Terbo, even if you have a 2400 modem you can still join in, so give it a call. The FidoNet address is 2:253/195.0 but you can call direct if you prefer (Data: 0905-621224). CU

NEXT MONTH

More from the whacky wired World of Comms. Send you comments via the Amiga-Mags echo, or directly to John Kennedy at 2:443/13.4.

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- Picture Fractions (7-10) 9.99
- Playschool (3-8) 9.99
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- 80 Capacity 3.5" Disk Box 6.99
- 100 Capacity 3.5" Disk Box 7.99
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- Quickjoy Pedals 17.99
- Quickjoy Topstar 17.99
- Quickjoy Turbo 10.99
- Suncom Slik Stick 5.99
- Suncom Tac 2 7.99
- Wico "q" Stick 4.99

3.5"BLANK DISKS

	TDK VERBATIM BOXED	PRECISION BOXED	UNBRANDED LOOSE	RECYCLED LOOSE
10	7.99	6.49	5.99	4.50
20	14.50	11.99	10.99	8.50
30	21.99	17.49	15.99	12.00
40	28.49	24.99	20.49	15.00
50	35.00	26.00	23.99	17.50
100	65.00	49.99	44.99	35.00

BACK TO BASICS WITH BLITZ BASIC 2



BLITZ

As a prelude to our first major *Blitz* games programming project, Jason Holborn unravels the mysteries of blitter modes and double buffering.



Last month, we took our first shakey steps into coding blitter objects (or, as *Blitz* prefers to call them, 'shapes'). Shapes are crucial in games programming as they are essential for animated objects or objects that need to be moved around the screen. So far, however, we've only looked at *Blitz Basic*'s 'Blit' mode which, despite being fast, isn't very practical for moving objects because it doesn't keeps track of where an object has been placed or clean up after itself when the object is moved.

The two other blitting modes on offer, QBlit and BBlit, are far more useful for games programming as they allow you to keep track of your objects. In the case of BBlit mode, *Blitz* will even restore the background bitmap when the shape is moved to a new position (QBlit mode will simply remove the object from its old position leaving a blank space). I had planned on covering both these blitter modes separately but they are so similar that a single combined explanation will suffice.

DIY WITH B&Q

BBlit and QBlit mode are very similar because they both rely on 'stacks' which act as temporary storage areas for shape information. Whenever a shape is blitted onto the screen using either QBlit or BBlit, information on that shape is placed into the appropriate stack. When you want to move all the shapes that you've drawn onto the screen, all you have to do to remove the old shape imagery from the screen is to pass the stack to the appropriate command.

Blitz doesn't actually call the stacks used by shapes 'stacks'. There's a very good reason for this – the stack used by QBlit mode is called a 'Queue' and the stack used by BBlit mode is called a 'Buffer'. Although these two types of stack perform essentially the same job, they hold entirely different types of data – a BBlit 'Buffer', for example, acts as a temporary storage area for the bitmap data which is obscured when the shape is blitted onto the screen (amongst other things). If all this sounds a bit too complicated, don't worry – *Blitz* thankfully handles all the hard work of managing these buffers and queues for you, so you can get on with the important job of writing your game!

Before you can even think about using either BBlit or QBlit mode, you need to start by setting up the appropriate stack – a 'queue' for QBlit operations and a 'buffer' for BBlit mode. The commands to create queues and buffers are as follows.

Queue NUMBER, MAXITEMS
Buffer NUMBER, MEMORY

NUMBER - The 'Number' parameter defines the identification number of the particular queue or buffer that you are creating. You can use several queues within a game, which is very handy if your game uses a large number of objects as you can split the objects up into groups and then update each group during its own frame.

MAXITEMS - The 'MaxItems' parameter is used by the 'Queue' command to define how many shapes the queue will be able to accommodate. The size of this parameter will depend entirely upon how many shapes your game uses.

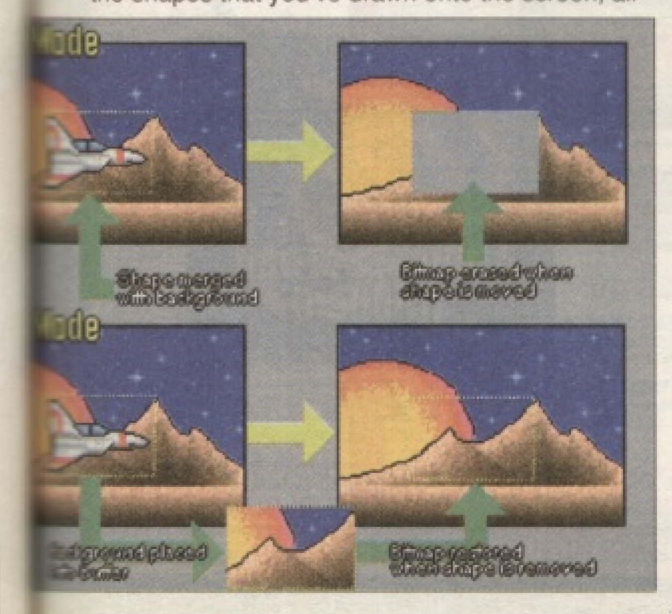
MEMORY - Whereas a Queue holds co-ordinates, a buffer holds bitmap data which uses quite a lot of memory. The 'Memory' parameter defines how much memory is set aside as a temporary storage area for the bitmap data used up by the shapes that you draw onto the screen. How much memory you decide to allocate to the memory parameter is up to you, but a value of 16000 (16k) seems to suffice for even the most demanding games.

A BLIT ON THE SIDE

Once you've defined your queue or buffer, you can then blit a shape onto the screen using the appropriate blitting mode. *Blitz Basic* automatically manages the queue or buffer that the shape is placed into, so you don't have to worry about increasing any stack pointers or such the like. All you do is to draw your shapes onto the screen and *Blitz* will automatically update the queue or buffer. The commands to draw shapes using these two blitting modes are as follows.

QBlit QUEUENUM, SHAPE, X, Y
BBlit BUFFERNUM, SHAPE, X, Y

QUEUENUM - The 'QueueNum' parameter is a value that denotes the identification number of the queue that the position of the object is to be stored in. As discussed earlier, the queue must first be created using the 'Queue' command. »



BBlit and QBlit modes are both very useful for games programming but each has its own unique strengths and weaknesses. QBlit mode, for example, does not restore the background bitmap when a shape is removed.

```
/listing
; *** QBlit mode demonstration
; *** By Jason Holborn for CU Amiga

BLITZ

BitMap 0,320,256,2

; *** Draw ball and then grab it as a
shape...
Circlef 8,8,8,1
Circlef 8,6,6,2
Circlef 8,4,4,3
GetaShape 0,0,0,18,18
Cls 0

Slice 0,44,2

SPEED=10 : NUMBALLS=20

Queue 0,NUMBALLS

; *** Define data structure for balls...
Dim BALL(NUMBALLS,4)

For C=0 To NUMBALLS-1
BALL(C,0)=0
BALL(C,1)=8+Int(Rnd(200))
BALL(C,2)=Int(Rnd(SPEED))+1
BALL(C,3)=Int(Rnd(SPEED))+1
Next C

Repeat
For C=0 To NUMBALLS-1
; *** Update position of ball
BALL(C,3)=BALL(C,3)+1
BALL(C,0)=BALL(C,0)+BALL(C,2)
BALL(C,1)=BALL(C,1)+BALL(C,3)

; *** Has ball hit ground?
If BALL(C,1)>220
BALL(C,1)=220
BALL(C,3)=-BALL(C,3)
End If

; *** Has ball reached right hand side
; *** of screen?
If BALL(C,0)>288
BALL(C,0)=288
BALL(C,2)=-Int(Rnd(SPEED)+1)
BALL(C,3)=Int(Rnd(SPEED)+1)
End If

; *** Has ball reached left hand side
; *** of screen?
If BALL(C,0)<0
BALL(C,0)=0
BALL(C,2)=Int(Rnd(SPEED)+1)
BALL(C,3)=Int(Rnd(SPEED)+1)
End If

If BALL(C,1)>-1
QBlit 0,0,BALL(C,0),BALL(C,1)
EndIf
Next C

VWait

Show 0,0,0

If Joyb(0)=1 Then QUIT=1

 ; *** Remove old shapes from screen...
UnQueue 0
Until QUIT=1
```

» ***BUFFERNUM*** - The 'BufferNum' parameter defines the identification number of the buffer that holds the background bitmap data when a shape is being drawn onto the screen.

SHAPE - The 'Shape' parameter tells *Blitz* which shape from those currently loaded into memory will be drawn onto the screen. Be careful with this parameter because *Blitz* will not warn you if you pass the number of a shape that hasn't been defined, instead you'll get is some wonderful wireworks (ie your machine will crash) when your program is run!

X/Y - The 'X' and 'Y' parameters define where on the screen the object is to be 'blitted'. Just like AMOS, *Blitz* uses an object's 'handle' (the origin point of the shape) and so the same shape with different handle settings will appear at different positions on the screen.

BLITTERING BALLS

Let's get stuck into a demonstration listing. The listing to the right uses another new command that we haven't as yet covered – GetaShape. GetaShape is an alternative method of building a shapes bank in memory. Instead of having to load all your shapes from disk, GetaShape will allow you to literally 'grab' your shapes from the current bitmap. If you find that the program runs a little jerkily, try turning off runtime optimisation from the 'Options' requester.

DOUBLE ENTENDRE

Once you've entered the above code, select 'Compile/Run' from the Compiler pull down menu and after a few seconds you should see lots of lovely balls bouncing around the screen. Very impressive. Well, not quite, if you look very carefully, you'll notice that most of the balls appear to flicker and some aren't even drawn at all. What's happening? I'll explain...

If you're writing a complex game or demo, there are times when even the fastest computers can't handle the task of updating a screen completely during a single frame (this produces the flicker) and so programmers use a very clever system called 'Double Buffering' to ensure that screen redraw is kept silky smooth. Double Buffering works by 'doubling up' a screen so that it is made up of two separate bitmaps. Whilst one bitmap is being displayed on your monitor or TV screen, the other bitmap is used for all blitting operations. This hidden bitmap is called the 'logical' screen whilst the bitmap you can see on your TV or monitor is called the 'physical' screen.

Once all your drawing operations are complete (all the shapes have been redrawn at their new screen positions, for example), the physical and logical screens are swopped over so that the logical screen is displayed on your monitor and the physical screen is hidden from view. At this point, the old physical screen becomes the new logical screen and vice-versa. You then perform all your drawing operations into the new logical screen and the process continues. Although double buffering doubles the amount of memory that a screen will eat up, the smoothness is worth the memory penalties.

BUFFERS

Unlike AMOS, *Blitz Basic* doesn't have inbuilt double buffering commands, so it's down to the programmer to manually incorporate double buffering. This isn't as hard as it sounds – all you need to do is to create two identical bitmaps and then swop between them simply by passing a different bitmap number to the 'Show' command each time the screen is completely redrawn. Give the heavily modified version (in box out) of our earlier demo a whirl and just see the results. CU

```
/listing
; *** Double buffering demonstration
; *** By Jason Holborn for CU Amiga

BLITZ

; Rem *** Define two identical bitmaps...
BitMap 0,320,256,2
BitMap 1,320,256,2

; *** Draw ball and then grab it as a
shape...
Circlef 8,8,8,1
Circlef 8,6,6,2
Circlef 8,4,4,3
GetaShape 0,0,0,18,18
Cls 0

PHY=0 : ; *** Physical (visibal) screen
pointer
LGC=1 : ; *** Logical (hidden) screen
pointer

; *** Show the current physical screen...
Slice 0,44,2
Use BitMap PHY
Show PHY,0,0

SPEED=10 : NUMBALLS=20

Queue 0,NUMBALLS
Queue 1,NUMBALLS

Dim BALL(NUMBALLS,4)

For C=0 To NUMBALLS-1
    BALL(C,0)=0
    BALL(C,1)=8+Int(Rnd(200))
    BALL(C,2)=Int(Rnd(SPEED))+1
    BALL(C,3)=Int(Rnd(SPEED))+1
Next C

Repeat

   ; *** Make sure QBlit draws into hid-
den bitmap...
    Use BitMap LGC

    For C=0 To NUMBALLS-1
        ; *** Update position of ball
        BALL(C,3)=BALL(C,3)+1
        BALL(C,0)=BALL(C,0)+BALL(C,2)
        BALL(C,1)=BALL(C,1)+BALL(C,3)

        ; *** Has ball hit ground?
        If BALL(C,1)>220
            BALL(C,1)=220
            BALL(C,3)=-BALL(C,3)
        End If

       ; *** Has ball reached right hand
side
        ; *** of screen?
        If BALL(C,0)>288
            BALL(C,0)=288
            BALL(C,2)=-Int(Rnd(SPEED)+1)
            BALL(C,3)=Int(Rnd(SPEED)+1)
        End If

        ; *** Has ball reached left hand
side
        ; *** of screen?
        If BALL(C,0)<0
            BALL(C,0)=0
            BALL(C,2)=Int(Rnd(SPEED)+1)
            BALL(C,3)=Int(Rnd(SPEED)+1)
        End If

        If BALL(C,1)>=1
        ; *** Draw shape using eue
        QBlit LGC,0,BALL(C,0),BALL(C,1)
        EndIf
    Next C

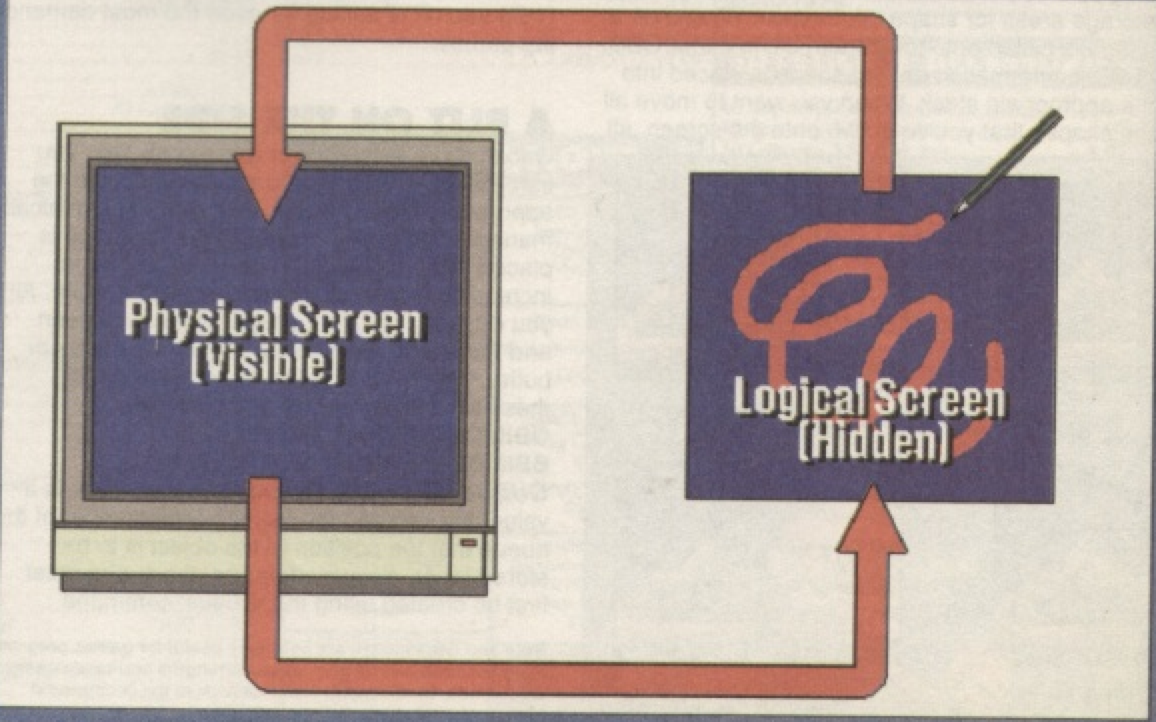
   ; *** Swop physical and logical point-
ers...
    If PHY=0
        LGC=0:PHY=1
    Else
        LGC=1:PHY=0
    EndIf

    VWait

    ; *** Show new screen...
    Show PHY,0,0

    If Joyb(0)=1 Then QUIT=1

   ; *** Remove old shapes from screen...
    UnQueue LGC
Until QUIT=1
```



Double Buffering a screen ensures super-smooth, flicker free screen updates.



If you find your image processing sessions time-consuming then why not let *ARexx* do the hard work for you? Dave Smithson shows you how...

INSIDE AREXX

Image processing can be a long drawn out process on the Amiga. However, by using *Arexx* you can save a lot of time and inconvenience. For example, converting 20 IFF 640 x 256 pixel HAM8 images to 256 colour 320 x 200 PICT files may sound like a simple enough job if you have *ADPro*, but there's actually quite a bit of work involved. First of all, you have to load the image into *ADPro* and once it's in memory, it must then be scaled down in size from 640 x 256 pixels to 320 x 200 using *ADPro*'s 'Scale' operator.

Once this is done, the number of colours needs to be reduced from HAM8 (that's 262,144 colours) to just 256. Finally, you have to save the image off to disk in PICT format. If you count the number of operations required to process a single image, that's four operations – multiply this by 20 (don't forget there's 20 images to be processed!) and that's eighty operations in all – quite a bit of mouse clicking by anyone's standards!

This wouldn't be so bad if you didn't have to wait for an image processing program like *ADPro* to do its stuff as well. Scaling an image from 640 by 256 pixels to 320 by 200 pixels takes a long time, even on an accelerated Amiga and so a task such as the one detailed above could take up to an hour to complete (if not longer!). Being the creative types that Amiga owners are, this really is valuable time being wasted. So how can *Arexx* solve this problem, read on...

AREXX UNDER CONTROL

ADPro is possibly the most 'ARexxable' application available (ie it can be controlled indirectly by *ARexx*, allowing you to perform the same tasks without having to actually click on gadgets or select menu options.) In *ADPro*, every option that the program has can be controlled by *Arexx* and there are even some options which can only be accessed by *ARexx*.

Automating *ADPro* with *ARexx* can remove the drudgery of complex image processing tasks.

IMAGE FACTORY

The easiest way to get to grips with any complicated subject is to try it for yourself so let's start by taking a look at the script that will handle the image processing job we discussed earlier – converting 20 IFF 640 x 256 pixel HAM8 images to 256 colour x 200 PICT files. Type the following listing in using any standard ASCII text editor (*Cygnus Ed*, for example) and then save it off to disk as 'f1.adpro' in the 'S' directory of your boot disk. Load up *ADPro* and then press the 'F1' key to run it. If all went well, a file requester should pop up onto the screen from inside *ADPro* prompting you to select the image files you wish to process. The *ADPro* file requester supports 'multiple selection' — just hold down the 'SHIFT' key and click on every file that you wish to process. Once this is done, click on the 'OK' gadget and our *ARexx* script will do the rest. Anyway, here's the listing...

```
/listing
*/
ARexx Demonstration script
By Dave Smithson
*/

Options Results
Address "ADPro"

LFormat "IFF"
SFormat "PICT"

GetFiles
If RC=0
/* How many files? */
FILELIST = ADPRO_RESULT
Count = Words(FILELIST)

Do c=1 to Count
/* Get filename and then load... */
Filename = Word(FILELIST,c)
Load Filename

/* Scale image... */
ABS_SCALE 320 200

/* Convert to 256 colours */
RENDER_TYPE "256"
Execute

/* Save image to disk... */
Filename = Filename".PICT"
Save Filename IMAGE
End
Exit
```

The core of the above listing is standard *ARexx* code but you'll notice a number of instructions that aren't in the main *ARexx* command set. These are *ADPro*-specific commands that call up *ADPro*'s built-in functions. If *ADPro* is not running, these commands will not work.

The first *ADPro*-specific commands used within the above script are 'LFormat' and 'SFormat' which set the load and save file formats that *ADPro* will use when loading and saving images.

The file formats themselves are passed as strings — "IFF" selects the IFF loader, "PICT" selects the PICT saver and so on. The next *ADPro*-specific command is 'GetFiles' which instructs *ADPro* to bring up the file requester. Any files that you select are placed into the ARexx internal variable 'ADPRO_RESULT' — these filenames are then placed into the variable



... you get this embossed tiger. Who needs a stonemason when you've got *ADPro*!

'FILELIST' and extracted a filename at a time using the *ARexx* 'Word()' function.

The hard work is handled inside a loop that processes each image one at a time. After loading the image into memory with the imaginatively named 'Load' function, the image is then scaled with the 'SCALE_ABS' function. Once this is done, the number of colours is set to 256. This won't have any effect, however, until the image data is rendered so we call the 'Execute' function – this is the equivalent to clicking on *ADPro*'s 'Execute' gadget. Finally, the image is saved off to disk and another image is loaded into memory. The whole process is then repeated until all the selected files have been processed.

This demonstration listing does illustrate how to write *ADPro /ARexx* scripts very well. The listing in the next column is a better example as it performs a very interesting, yet quite complicated image processing task – image embossing.

Type it in and save it off as 'F1.adpro' and then press the 'F1' key from within ADPro to actually run it. Like our first listing you'll be prompted to select a file to emboss. After a minute or so of processing, the selected image will then be embossed and saved off to disk with a '.embossed' file extension. Give it a whirl!

```
/listing
/*
Image Embossing Script
Written by Dave Smithson
*/

Options Results

Address "ADPro"

LFormat "IFF"
SFormat "IFF"

Getfiles

If RC = 0 then
Filelist = ADPro_Result
FileCount = Words(Filelist)

Do Counter=1 to FileCount
Filename = Word(Filelist,Counter)
SFilename = Filename".embossed"

Load Filename

Operator "negative"
/* Offset X1, Y1 with 50% mix */
Load Filename 1 1 50

Operator "color_to_gray"
Contrast 50
Execute
Adpro_Display

Save SFilename IMAGE
End
Exit
```

So how does it work? Well, it's not quite as complicated as it first seems. The script starts by turning on *ARexx*'s ability to read return values from a command host. A communications link with the host is then made using the 'Address' command. Once this is done, the first two host-specific commands are sent to *ADPro* – LFormat and SFormat.

The filenames of the files to be processed are then obtained via the *ADPro* file requester. If at least one file was selected, the *ARexx* internal variable 'RC' will contain a value of zero. In order to make sure that we don't try going any further if the user didn't actually select a filename, the value held in the 'RC' variable is checked. If 'RC' does indeed contain a value of zero, we can proceed. The first thing we need to do is to extract the list of filenames from the ADPro internal variable 'ADPRO_ RESULT'. This is very important as the string held inside this variable could change when another *ADPro* function is called by our script. The number of filenames is then calculated by counting the number of filenames in the list we have just extracted.

The script then enters a simple loop that is performed once for every filename selected. Each filename is extracted one at a time and the filename for the save operation is produced by appending an '.emboss' extension onto the end of the file. The image is then loaded into memory using the ADPro 'Load' function. If all went well, the image should then be in memory waiting for further processing.

The loaded image data is then converted to a negative image (producing an image a bit like a photographic negative) by calling the ADPro 'Negative' operator. Note how the 'Negative' function is called using the 'Operator' command — this allows ADPro to be extended with additional operators without having to extend ADPro's ARexx command set – the 'Operator' function passes control to the named operator along with any parameters which might follow it.

With the image converted to a negative, the same image is loaded again directly on top of the old image but at a slight offset of one pixel along both axii. Normally this would completely obscure the negative image but this time we load the image with 50% mix. This gives both images equal influence.

Once this is done, the image is then converted to a grey scale and the contrast pepped up considerably before the image is finally rendered. After displaying the image on the screen, the final result is then saved off to disk.

FILENAMES AND EXTENSIONS

ARexx scripts can be run from both within ARexx itself or directly from the Shell. In both cases, *ADPro* must be running if the script is to be executed correctly. We won't actually be writing any Shell-based scripts so don't worry too much about this – suffice to say that these scripts are run (using the 'RX' program) just like any other Shell-based *ARexx* script. A much more useful way of running *ARexx* scripts is to run them from within *ADPro* itself. *ADPro* allows you to attach script files to the Amiga function keys. In all, up to 50 scripts can be attached and run from within *ADPro* simply by pressing the correct key combinations.

ARexx scripts are attached to function keys by giving them a filename which corresponds to a filenaming convention set down by ASDG. For starters, all the scripts that you'd like to attach MUST end in '.adpro'. In turn, this must be preceded by a 'key code' which tells *ARexx* which script to run when a particular key combination is pressed. These 'key codes' are as follows.

Fn - (Where 'n' is a value between one and nine. The 'F10' key is accessed by passing a value of zero). This key code tells *ADPro* that the script should be run when only the appropriate function key is pressed. A filename of 'F1.adpro', for example, would cause the *ARexx* script to be executed whenever the 'F1' key was pressed from within *ADPro*.

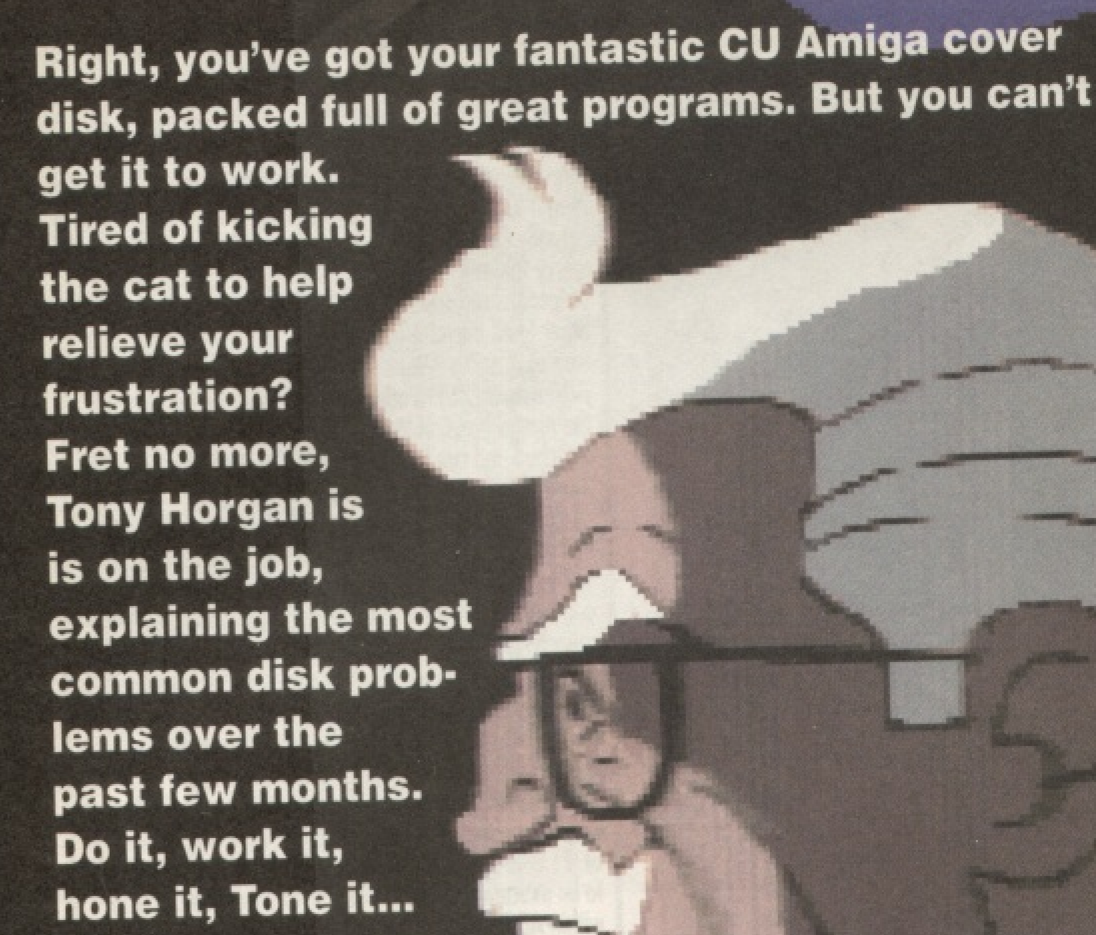
SFn - This keycode will run scripts when the 'SHIFT' key followed by the appropriate function key are pressed.

LFn - This keycode will run scripts when the 'ALT' key (which one doesn't matter) followed by the appropriate function key are pressed.

AFn - This keycode will run scripts when an 'AMIGA' key (once again, *ADPro* doesn't mind which one is pressed) followed by the appropriate function key are pressed.

CFn - This keycode will run scripts when the 'Control' key followed by the appropriate function key are pressed.

This is the final instalment of Dave Smithson's *Arexx* tutorial.



Right, you've got your fantastic CU Amiga cover disk, packed full of great programs. But you can't get it to work. Tired of kicking the cat to help relieve your frustration? Fret no more, Tony Horgan is is on the job, explaining the most common disk problems over the past few months. Do it, work it, hone it, Tone it...

YOUR PROBLEMS SOLVED

We take extreme care and many hours ensuring that the programs on our disks work properly on all Amigas, but there seem to have been few recurring problems. This page is devoted to trouble-shooting some of the more common coverdisk enquiries.

INSTALLING ADORAGE

If you found that the installation script for Adorage (CU AMIGA April 94 issue) didn't work, you weren't alone. In order to get the program to fit on the disk, a number of auxiliary files were deleted. This makes no difference to the running of the program, but the installation script falls down when it can't find the deleted files.

The solution is to alter the installation script, and take out the lines referring to the missing files. Boot from your hard drive, open a CLI or SHELL window, and put your expanded Adorage disk in the internal drive. Now enter ED DF0:ADOINSTALL [return]. Now delete the following lines:

```
Copy Adorage:Script.info <Dev>Adorage.info
Copy Adorage: Script.info <Dev> Adorage/Script.info
Copy Adorage:SSA-Anim.info <dev>Adorage
Copy Adorage: SSA-anim/#? <Dev>Adorage/SSA-anim all
Copy Adorage: Images/#? <Dev> Adorage/Images all
Copy Adorage: SSAPlay <Dev> Adorage
Copy Adorage: SSAPlay.info <Dev> Adorage
Copy Adorage: SSADemo <Dev> Adorage
Copy Adorage: SSADemo.info <DEV> Adorage
Type AdoHD/ HDInstall1.MSG
```

Once you've deleted those lines, press the ESCAPE key, followed by the X key, and then press RETURN. This will save out the altered installation script. You can now execute the script by making the boot partition of your hard drive the current directory (type CD HD0: [return], or replace HD0: with the name of your hard drive's boot partition). Now type EXECUTE DF0:ADOINSTALL [return]. The script should now install the Adorage program onto your hard drive.



WEIRD SCIENCE – OPTICS

The Optics program that simulates experiments with light beams and lenses (CU AMIGA March 94 issue) crashes on some Kickstart 2 Amigas. If you had this problem, send us your name and address on a postcard to Optics Fix Disk, CU AMIGA, 30-32 Farringdon Lane, London, EC1R 3AU. We'll send you back a disk and cover sheet that details how to get the program working properly. If you happen to have a copy of Relo-Kick 1.3 (which we gave away on the March 93 issue of CU AMIGA), that will solve the problem.

SOFTWOOD FILE II GS

Many readers had problems loading and saving files with this database (CU AMIGA March 94 issue). The problem is with the path and filename selection. There's absolutely nothing wrong with the software. The easiest solution is to save your data to a blank formatted disk in the internal drive. In this case what you need to do is select SAVE from the file menu, and then click in the box that appears. Delete ALL letters and symbols in the box, and replace them with DF0:MYFILE.FLR

Make sure you have a blank formatted disk in the internal drive, and that's DF *zero* not DF and a letter "O". Click on the OK button and your file will be saved out. You can change the MYFILE part of the text to any name you wish.

CRAFT INSTALLATION

Although Craft will install itself fine on all machines, it has trouble creating its disk of example programs on Kickstart 1.3 machines. This won't stop you using the extra commands and features that Craft adds to your AMOS system, but you won't be able to examine the example programs. As the installation program is not a standard AmigaDos script, there's no way you can alter it yourself to get it working. The programmers of Craft are currently beavering away on a fix for the installer, which you should see on one of the June issue's coverdisks. CU

CU AMIGA BACK ISSUES











You know that sinking feeling you get when you've left home for a weekend on a remote mountain top and realise that you've left the sandwich toaster or the oven on at home? Or when you're in the pub with all your mates, and your brother, and most of your cousins, and you're slagging off about the sort of person who never gets a round in – when you suddenly realise that your wallet is not where it should be?

So imagine what it's like when you find out that you've missed a copy of CU AMIGA because your local newsagent was sold out last September? Well fear not; if you've got a gaping hole in your CU AMIGA collection, if you've missed out on an essential (and probably completely exclusive) review, coverdisk utility or demo and if you're afraid to tell your friends about it, then why not order one from our back issues department. If it's in stock you can have it for a not unreasonable wad of cash (including postage). So hurry up and disappoint someone else by getting your back issue first – they're selling fast!

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November 1992
Cover: A4000.
On Disk: Videoscape 3D animation package plus playable demos of Legends of Valour and Sword of Honour.
Inside: Amiga 4000 first test, which Amiga should you buy? Lethal Weapon and Shadowlands and Office 2 reviewed.

December 1992 - Sold out!

January 1993 - Sold out!

February 1993 - Sold out!

March 1993 - Sold out!

April 1993 - Sold out!

May 1993 - Sold out

June 1993 - Sold out!

July 1993
Cover: Full motion video.
On Disk: Workbench Management System v2.0, plus playable demos of The Patrician and F1 Challenge.
Inside:Full Motion Video examined. Syndicate, Ishar 2 and Dune II reviewed, plus Vista Pro 2 and buyers guides to DTP packages and joysticks.

August 1993
Cover: CD32.
On Disk: Interword, a completely spiffing word processor, plus a playable demo of Virgin's Apocalypse.
Inside: Muscle Up - a roundup of RAM expansions, V-Lab digitising system, Deluxe Music Construction Set 2.0, Brutal Sports, Jurassic Park.

September 1993
Cover: Amiga animation made easy.
On Disk: Gold Disk's Advantage - an accounts and finance package, plus exclusive (naturally) demos of Soccer Kid and F117A.
Inside: A guide to buying and using animation packages, plus a guide to monitors, and reviews of Personal Paint 2.1, Amos Pro Compiler and Soccer Kid.

October 1993
Cover: Star Trek 25th Anniversary
On disk: Flexidump 2.5 - the ultimate image processing and printing tool, plus playable demos of Wonderdog and Mean Arenas (1Mb only).
Inside: A meeting of minds – CU chairs an Amiga user's debate. Star Trek 25th and Space Hulk reviewed plus Digital Creations.

November 1993
Cover: Frontier.
On Disk: The absolutely superb graphics/DTP package, ExpertDraw (1Mb only), plus unbelievably brilliant demos of Frontier, Qwak and Magic Boy.
Inside: Gummph! There's an extra magazine included - a complete guide to the Amiga, plus tons of hardware and software reviews, including Frontier.

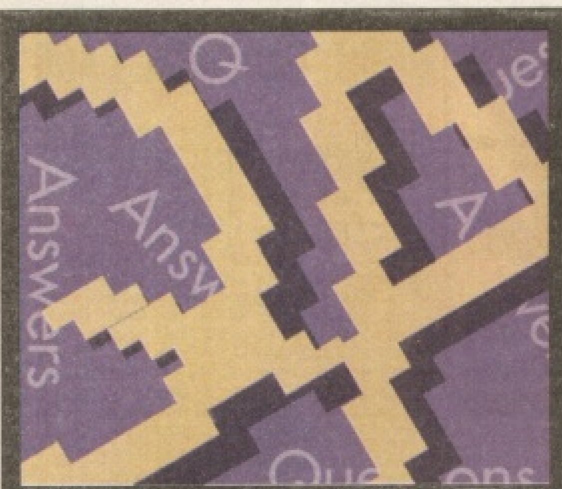
December 1993
Cover: Amazing!
On disk: Aegis Animator – the animation program and Spectracolour, plus demos of Turrican 3 and The Settlers. Wow!
Inside: Exclusive 52 page Deluxe Paint guide, Christmas buyers guide, Microcosm on CD32, Terminator 2 Arcade Game, Alien Breed 2 and The Settlers.

January 1994
Cover: Animation and graphics special.
On Disk: Sensible Software's Shoot 'em up Construction Kit , Font Grabber, plus a fully playable demo of Mortal Kombat (1Mb only).
Inside: Dpaint vs Brilliance: the showdown, Vidi 12/24 RT, MediaPoint multimedia, Beneath a Steel Sky, Cannon Fodder, Zool 2.

February 1994
Cover:Scala/Multimedia.
On disk:Scala, the top rated home video titler (1Mb only), plus a completely fab demo of Simon the Sorcerer (1Mb only).
Inside:Scala: the multimedia controller, plus reviews of Fractal Pro 6.0, Craft, Aladdin 4D, Goblins 3, Simon the Sorcerer and Skidmarks.

March 1994
Cover: Don't get lost in multimedia.
On Disk: Softwood File database and Craft, an Amos programming extension, plus a completely spiffing demo of K240 (1Mb only).
Inside: Full Motion Video evaluated, VideoMaster vs Sound and Vision and TV Paint 2 reviewed, plus Manchester United and super Methane Bros.

NB: Offers and advertisements may be out of date when you order a back issue.



The Dream Team of Andy and John consider more of your testing Amiga problems as they fight over who gets to answer the questions on printers.

HERE THEY ARE FOLKS - THE Q&A TEAM



JOHN KENNEDY
John has recently had an accelerator grafted onto his brain, which means he can now think twice as fast as he normally does. That's no mean feat.



ANDY LEANING
"There's more to life than computers" says Andy. "There's erm... erm... erm... Okay, I give up. Shut up and pass me some more letters to answer."

DANGER! DANGER!



I recently upgraded to an A1200 with a hard disk, and very nearly did a Low Level Format while trying to add more partitions: I honestly thought it was something like Quick Format.

However, from what I read in your mag I could have destroyed my drive! Could you please tell me what possible use is the Low Level Format, because if it damages my drive I can't understand why it is there in the first place.

Also, do I need more memory for certain programs such as *Wordsworth*, because I can't print any documents which have pictures as well as text. I just get a 'not enough memory' message. Do I need a 4Mb or 8Mb expansion?

Also, what is the difference between a 50MHz 8Mb memory expansion board, and a 50MHz 8Mb accelerator card. Do they both do what I want?

Zoe Carol, N. Wales.

Yes, a Low Level Format would have permanently destroyed your drive, and here's why. SCSI (Small Computer Systems Interface) was, until fairly recently, the standard used to interface hard drives to Amigas. However, with the A600 and later, Commodore changed to IDE (Intelligent Drive Electronics) drives.

IDE drives are generally cheaper, because they are primarily designed to work with PCs. As PCs are generally not very good, an IDE hard drive has a lot to do. In fact, it blatantly lies to the computer about how big it is, where the data is stored and so on. Whilst, behind the scenes it looks after the data, and manages failures automatically.

If you perform a Low Level Format, you steam roller over all the tricks the IDE drive has been using and can destroy everything in seconds.

However, Commodore have added an IDE interface to the Amiga by fooling it into thinking it has a SCSI drive attached. SCSI drives need to be Low Level Formatted before use, as they are not as intelligent as IDE drives. Faster yes, but not as clever.

As a result, the *HDToolBox* program still offers the Low Level option. Never, never, ever use it on an IDE hard drive. Yes you need more memory when using Wordworth (or any other program) with 256 colour images. A hi-res 256 colour image can take up at least 320K of memory: quite a lot on an unexpanded A1200.

I think you are getting slightly confused about the expansion options. First of all, a simple memory expansion does not operate at a special speed. If you add memory to an A1200, it operates at the same speed as the rest of the computer, which is 14-and-a-bit MHz. Extra memory speed things up slightly as programs won't hog all the Chip/Graphics memory and so programs such as *Wordworth* will run at almost double speed.

Some memory boards offer the option of a math co-processor. These work at different speeds (typically 14, 25, 40 and 50MHz) although there isn't a great deal of difference between them all.

Maths co-processors are great if you use ray tracing programs a lot, otherwise they are not worth the trouble.

On the other hand, an accelerator works by adding a new CPU (Central Processing Unit) to the Amiga, usually replacing the existing 68020 with a much faster 68030. Again, the 68030 comes in different speeds but this time all programs will benefit from the greater speed. To make full use of the 68030, extra memory should be added at the same time. You can double the speed of *Wordworth* again by adding an accelerator.

GENERAL CONFUSION



Recently I have upgraded from my A500+ to an A1200, and I also bought a Yamaha PSR130 MIDI keyboard. I am definitely going to buy a MIDI interface, but I am very confused as to which one to get. Could you please recommend one, and also some good software under £50. Also, please tell me the difference between MIDI and General MIDI.

Anthony Terry, Preston, Lancashire.

All MIDI interfaces are more or less equal. They should offer opto-isolation to stop earth loops, one MIDI IN, a MIDI THRU and as many MIDI OUTs as possible. I use an interface produced by the Disc Company, which is in a heavy-duty case and has worked flawlessly for years. It came from Virgin, bundled with some software. Other interfaces are available with various samplers built-in, try HiSoft (tel: 0525 718 181) for the 8-bit or 16-bit options.

As far as software goes, *Music-X* is now available very cheaply, although I couldn't possibly tell you where you can get it. It takes some getting used to, but is extremely competent. *OctaMED* is another brilliant program which offers MIDI support, which can also play samples. And guess what? we've given it away on our coverdisk this month. By far the best music software is Bars and Pipes (a sequencer and a notator in one), which unfortunately is outside your budget. Any birthdays coming up soon?

MIDI is the hardware/software standard for connection instruments. General MIDI was developed by Roland, and builds on this to provide a degree of standardisation. To conform to General MIDI, an instrument must have pre-defined sound patches in agreed locations. For example, patch 1 must be piano and a drum patch must always start with a Bass. It's an attempt to ensure that any tune created with any General MIDI instrument will work on all General MIDI instruments manufactures. It stifles creativity, as all keyboards and modules now come stuffed with exactly the same standard pianos, strings and helicopter sounds. But what do I know?

PC PLEASE



I urgently need advice. I am a student studying computer science. I purchased an Amiga A4000/030 last summer plus an CBM 1942 monitor. Along with these two items I paid for a 486 emulator, which cost £299.99.

After numerous telephone calls I was finally told the bridgeboard is unavailable.

My course involves programming in Pascal, and being a loyal Amiga user I opted for the A4000 over a 486 PC. Could you please answer some questions: What 486 bridgeboards are available for the A4000? Can RAM be added to the bridgeboard? What type of performance will the bridgeboard provide?

Brendan O'Reilly, Renfrew.

It now seems to be impossible to buy a new bridgeboard for the Amiga. Unless some of the rumours concerning certain American companies are correct, there just won't be any way to get a new one ever again. You can keep a look out for secondhand ones, but I think you'll be lucky. If you do get one, then yes, you can add memory and the performance is almost identical to a normal 486 although you won't be able to take advantage of any local bus PC cards, because the Amiga doesn't have one.

The good news is that you don't actually need a PC. HiSoft Pascal is compatible with the standard Turbo Pascal and CrossDOS on your A4000 will allow you so swop high density disks with PCs.

So relax and repeat after me: "I don't need a PC, and I certainly don't need backward compatibility with 1970s memory architecture and a pain-in-the-butt GUI."

WHY DO YOU HATE PCS?



I have recently bought an A1200 and I want to buy a monitor. Will an S-VGA monitor display all the AGA modes? I have only bought one issue of your magazine and I think it's great, but you don't seem to like PCs. Why is this?

The Amiga has excellent sound capabilities and some games have excellent sound tracks, but this is lost with the tiny 10watt speakers I see advertised. I have my Amiga connected to a 40watt hi-fi and it sounds crisp and clear The bass thumps and it adds a hell of a lot to game-play and atmosphere.

Brett Jackson, Crewe, Cheshire.

Theoretically, yes a Super VGA monitor should work with an Amiga A1200 and a small cable adaptor, but in practice there are problems. Some SVGA monitors won't work at all, some will only work in Workbench mode and some will work fine. Unfortunately, the only way to be sure is to test it for yourself. The VGA-only monitor tool should be placed in your monitors drawer to help things, but remember to delete the file ENVARC:Sys/overscan.prefs and reboot before editing your screen mode and overscan preference settings.

Remember that an SVGA monitor only works at about the 30kHz rate, which means no non-double scanned modes will be displayed. This covers just about every game ever written, so be careful. You might be better off getting a multiscan monitor such as those produced by Microvitec or a 'proper' CBM monitor such as the 1942.

Anti-PC bias? Okay, I admit it – today I'm not feeling particularly generous towards our clone owning brothers and sister but generally I try to be a little more understanding.

UNSETTLED



I have an A600HD, and I also own the brilliant *Settlers* game. It works fine from the floppy disk, but when I try to put it onto the hard disk using the install program a requester appears asking me to insert volume 'DH0:' in any drive. Why? Also, could you tell me if CDs are more reliable than floppy disks. Floppies are such a pain sometimes.

Anthony Allsopp, Tipton, West Midlands.

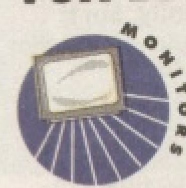
The requester which appears is making the assumption that your hard drive's physical name is 'DH0:'. Your drive isn't and the installation fails. Chances are your drive is called something like 'HD0' instead. You can check by entering ASSIGN [return] at the Shell. After a load of waffle look for 'Devices' and your hard drive's name will be there.

To solve your unsettling problem, you have two choices. The first option is to change the name of the drive to 'DH0:' using the HDToolbox program. This method is a little extreme, and could conceivably cause any other programs which use the path 'HD0:' to fail.

The second solution is to make use of the ASSIGN command again. Open a Shell and enter ASSIGN DH0: HD0: [return]. This will redirect any references to DH0: to the hard drive device HD0:, which should prevent the installation from failing. This command can be placed in the file s:user-startup to ensure it is executed each time you boot your Amiga.

CDs are more reliable than floppy disks. This is partly due to the fact that you can't write to them and so corrupt the contents, but mostly due to their construction: there are no moving parts, and nothing other than an infrared laser beam comes near the surface. If you try hard enough, you can still scratch them so you still need to take care of them.

VGA BLUES



I have a VGA monitor which I wish to use with my Amiga 1200, and to this end I have made a short adaptor lead. I have transferred the VGA-only file from Storage and the screen mode file from extras to Workbench but VGA-only does not appear in the screen mode preferences. I have tried a variety of options but with no success and would appreciate your help.

K.P. Parker, Ulverston, Cumbria.

The VGA-only isn't a monitor driver in its own right – it merely 'fine tunes' an existing driver in an attempt to get the monitor to work with the Amiga. You should select a screen mode such as DblNTSC, DblPAL, Euro72 or Multiscan. Looking at the specification sheet of your monitor, I suggest you try Multiscan mode with the VGA-only driver also present in the monitors drawer.

I've just come across a public domain program called *MonEd version 2.14*, which allows you to hack the values in the monitor drivers at a very low level. I have successfully used this program to alter the driver for my CBM 1960 monitor, and as a result I can finally centre my display. However, this program is not for the faint hearted, and could potentially destroy a monitor. Use it with great caution. Previous versions of *MonEd* didn't work with all Workbench 3.0 drivers.

I RECENTLY...



II recently bought a printer and I am not sure what driver I should be using. At the moment I am using the EpsonQ driver and it seems to work okay. It has problems with printing out graphics.

The make of the printer is a Shinwa A-V 8052, but on the front of it there is another number, WM100. If you cannot help me could you please tell me who to write to for help.

Is it possible to link the A1200 to the CD32 because judging by what some magazines are saying Commodore have dropped the idea of making a compatible CD-ROM drive.

I started a course in Computer Applications working with PCs and I must say they are a load of rubbish compared to the A1200 operating system and there is a lot of other areas where the A1200 is better.

Antony Hinks, Southsea, Portsmouth.

I'm not acquainted with the printer you mention, but I know some people who are: the company that made it. Look in the instruction manual for a telephone number for Shinwa's customer services and give them a call.

There is a device which will allow a CD32 to interface to an A1200 by means of the serial port. It works by means of a small adaptor which fits to the CD32's keyboard socket, and allows normal networking software such as SerNet to operate. The only drawback is that until someone brings out a floppy disk interface you will also need a CD-ROM with Workbench and suitable networking software, such as the CDPD3 disc from Almathera Limited (Tel: 081-681 0040).

Yes, I prefer the Amiga to PCs as well, although apparently I'm not allowed to say that or people write and complain.

GAME TROUBLE



You may remember me, I'm the disabled guy that can only type with his nose – you gave me some information before.

I have now changed my Amiga 500+ for the Amiga 3000. I made this change because I do a lot of DTP and the 3000 is more practical for the task.

However, in my spare time I enjoy playing just two games: *Kick Off 2* and *Jimmy White's Whirlwind Snooker*. However, neither of these games will load past the title screen and I'm getting really bored. Please tell me if there is any possible way to get these games to work on my new computer?

Darren Mannix, Bulwell, Nottingham

These games seem to trip up over the presence of the internal caches of the 68030 used in the A3000, and switching them off before loading the games should solve the problem. You can achieve this either with the public domain SETCPU program, or even the well-know SysInfo.

Incidentally, I strongly suggest you buy yourself a modem and start to explore some of the many electronic networks which exist. For example, FidoNet is a free system available for a local call from just about anywhere. There is an excellent Off-Line mailer available (Spot), which means you can take as long as you like thinking before typing your replies – and best of all, it only takes a few seconds each day to download all the mail. See the Comms section in this very magazine for more details.

PAINTING PROBLEMS



I own an A500 with 1Mb of RAM. At the present moment I have *Deluxe Paint II*, and I spend hours on it. I would like to upgrade to a higher version but I'm not sure which versions work on an A500 or which is the best to get.

Alex Jenner, Hurst Green, East Sussex.

All versions of *Deluxe Paint* work on all Amigas. That said, you need an AGA-equipped Amiga (an A1200 or A4000) to take advantage of the 256 and HAM8 colour modes.

I suggest you get the best version you can afford, as version III was a good jump over II, and likewise IV tidied up a few bugs and generally behaves a bit better. If you plan on upgrading to a A1200 at some point, the AGA compatible version IV would be a good investment. Remember that Electronic Arts offer upgrades at discounted prices, so there is no need to rush out for AGA-IV just yet.

***Personal Paint 4* might also be worth considering if you don't mind the lack of Animation and HAM screen modes.**

DEMO MANIA



I'm a regular CU AMIGA reader and own an A1200. I have a few good demos, mainly of the rave and techno variety. Please help me! Can I use the Meglosound sampler and a Rocgen, Genlock with some video footage and put »

» them all on disk to make a demo? Would I need to buy a hard disk of 20Mb or more to install it all? I'm really lost – do I need a MIDI to out my keyboard through my sampler? I need help!
Steven Sharkey, Pentrith, Cumbria.

You can just tell this is going to be a long reply, can't you? First of all, the demos you have seen are the result of many hours of extremely clever programming. The soundtracks are created with a tracker program such as *MED*, but the graphics are all written specially. It would take you a very long time to learn to program the Amiga well enough to get graphics like you've seen.

The Meglosound can capture sounds to hard disk, certainly. However, this isn't really what you are after. You need to sample small snippets of sound, a drum loop here, a lead synth line there, and put them together using *MED*. There are already millions of samples in the public domain, so you won't even need a sampler to get started.

Creating good graphics is something else altogether. The Rockey and Genlock are both for 'live' video work (that is, your finished video could only be recorded onto video tape, not displayed on the computer screen).

To capture video, you need a video digitiser. This will convert real images into IFF pictures which you can then load into Deluxe Paint and play around with. You can then create animations with them, and use one of the many public domain playback programs to put the Anim files all altogether.

Before you rush out and buy lots of high end video gear, I suggest you buy yourself a VideoMaster from HiSoft (tel:0525 718 1818) reviewed in the March '94 issue of CU AMIGA by some geek who couldn't keep his mouth shut whilst juggling. This wonderful device will capture video sequences and sounds, and then allow you to sequence them all. The finished epic can then be stored on a floppy disk and sent to all your friends.

Incidentally, a 20Mb hard drive is ludicrously small. It would be a complete waste of money, as you could fill it in an afternoon. If buying a drive, aim for 130Mb or preferably 200Mb – even 80Mb is far too small.

CD32 QUERIES



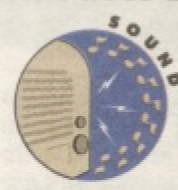
I have recently purchased a CD32 and FMV cartridge and I have also ordered an expansion board made by Index Systems. I have a few questions:

1. Can I plug my CD32 into a genlock, or do I need an adaptor or can only RGB be used?
2. Will the Opalvision board for the A1200 be compatible with the CD32? Where will it plug into the expansion board?
3. Also, about the expansion board you mentioned in the CU AMIGA Buyers Guide, which included disk drive, keyboard, MIDI interface, parallel and serial ports with room for 8Mb of RAM and a maths co-processor. Is this still going ahead?
4. Is a separate controller available for the CD32 so I can play two player games?

Simon Wells, Islandmagee, County Antrim.

1. As the CD32 has a S-VHS output, you can use any genlock which supports this standard. Unfortunately, you could only use the CD32 as an external source (like a camcorder) because in order to genlock properly, the Amiga needs to use some of the extra lines on the 23-way RGB connector. So no, not really, you can't.
2. Judging from the length of time it seems the makers of Opalvision to produce the add-on modules, I suspect that when the CD32-compatible system appears we'll all be old and grey and using A7000s. Next question.
3. Don't know. A few peripheral manufactures have been changing hands recently, but if there are enough CD32s sold, you can bet that this adaptor will become available.

MULTIPLE MIDI



I have several keyboards, synthesizers and a drum machine and I sequence them all with my Amiga. However, I've found that I'm running out of MIDI channels, especially when I try to use all the multi-timbral voices at the same time. Could I multitask several copies of the music program, and use a multiface card that provides several serial interfaces?
Michael Barr, Bangor, Co. Down.

Theoretically yes, although you might find that timing starts to become a real problem. You could slave one sequencer off the other but you'll be pushing the Amiga right to the limit.

A much better solution is to use the Triple Play Plus from Blue Ribbon (Meridian Distribution tel:081 543 3500). If you are running *Bars and Pipes Pro* – and if you have a lot of MIDI kit you certainly should be – this cunning device provides three separately addressed MIDI outs, which means up to 48 different MIDI channels. There are only three OUTs on the Triple Play black box, but you can then use the THRU connectors on your MIDI gear to pass on the signals.

DIY BBS



After reading your section on Comms, I and a few friends have become quite interested in setting up a BBS (Bulletin Board System) and we have a few questions:

1. Where can we get a copy of some BBS software?
2. Can a BBS be run from an A600, A500 and an A1200 using Parnet?
3. How and what should be charge for the use of the board?
4. Do we have to set ourselves up as a company?
5. What would be a good modem to use?
6. Can you please put us in touch with someone who can help if you can't?

David Tyler, Darren Horton and Darren Gebbie, Alfreton,Derbyshire.

1. All the BBS software is available by modem, so your first steps would be to get yourself a good terminal program (for example NCOMM or, preferably, Term) from a PD library and dial up an existing board.
2. You only need one computer to run a BBS, but the A1200 would be best. You will need a hard disk to offer any files for downloading or even small amounts of mail, and remember a second telephone line would be a good idea too.
3. You shouldn't really charge anything. Some boards have multiple lines and gigabytes of software on-line, and they may feel they have to encourage donations. The thrill of supplying a top-notch Comms service to the local community should be payment enough.
4. You only need to become a business if you do plan on going commercial and charging fees, otherwise the board is simply a hobby.

5. The USR Sportster 14.4 FAX modem has the best price/performance ratio going at the moment, but you certainly don't want to start a BBS with a slower modem.
After you have been running for a while, you become eligible to buy a modem at a special 'sysop-deal' price, so you can sell the Sportster and upgrade to something like a 28K Courier HST.

6. Sure thing – try calling the following boards: Aspect: 061-792-0260 Manchester, Kingdom Of Greyhawk: 0332-756414 Derby, The Crypt: 0602-445307 Derby, 061 For Amiga: 061-799-4922 Manchester, Yukon Ho: 0232-768163 Belfast, The Heart of Gold: 0247-274919 Bangor.

WHAT'S THE POINT?



I enjoy using fractal generators and 3D rendering programs but as the time taken to render images is unbearably long I am thinking about getting an FPU/Memory board.

1. Do FPUs require software support for them to be use? Is there widespread support for them?
2. Do the 68881 and 68882 have a 32 bit architecture?
3. Would a 16Mhz 68881 give a noticeable speed increase or would it slow the processor down?
4. What is the fastest FPU that a 14MHz 68020 can take advantage of?
5. Does an FPU become one of the custom chips or part of the main processor?

Andrew Jones, Duston, Northampton.

1. Any software which uses the correct Amiga maths libraries will speed up when an FPU is present, but software written especially for the FPU will really motor. Software support is good, as the authors of all major graphics rendering programs recognise that an FPU is a Good Thing and produce special FPU versions.

2. Yes

3. Even a 16Mhz 68881 will make a noticeable difference to rendering times. If you add some extra memory as well, the speed of your A1200 will more than double.

4. An FPU can be clocked entirely independently of the speed of the central processor, so theoretically you could add a 50Mhz 68882 if you really wanted too. However, the FPUs work best when they are operating at the same speed as a the CPU so the advantage of a 50Mhz FPU over a 25Mhz FPU when used with the 14Mhz 68020 fitted as standard to the A1200 isn't very great.

5. The FPU becomes an extension of the CPU, and works by intercepting any floating point instructions the CPU is asked to perform and executing them itself. If you try and run FPU-only programs on a computer with no FPU the system will crash with a Guru message.

NEXT MONTH

John and Andy are back next month with their own unique style of wit and infomed advice. Till then...

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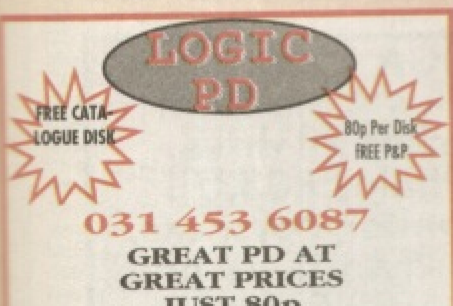
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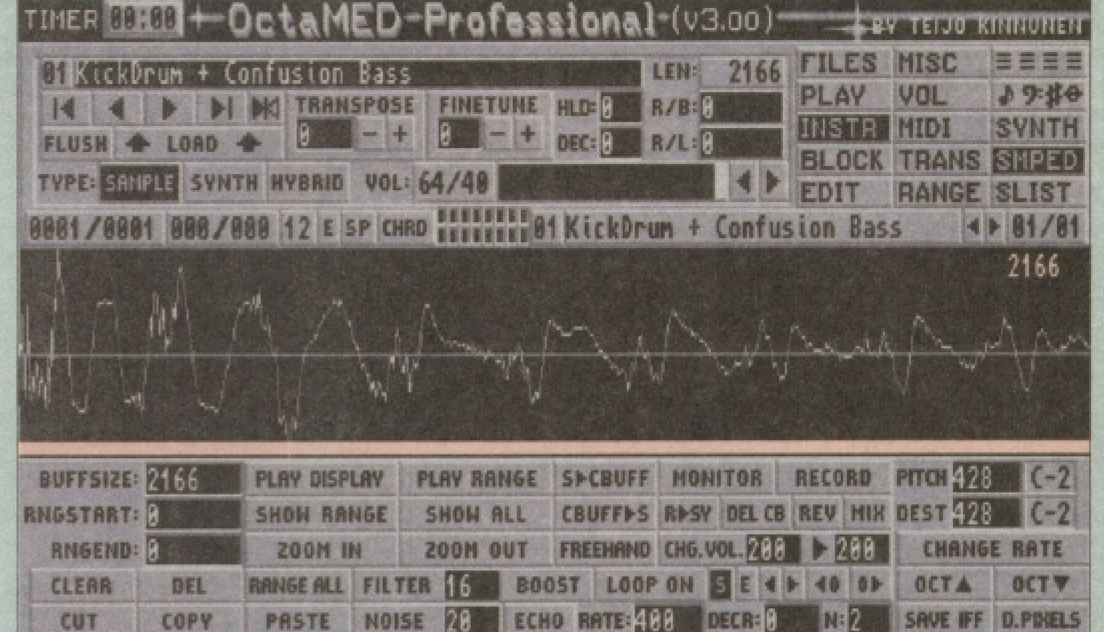
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SOUNDLAB



Darren 'Dancefloor' Irvine takes over this month as Tony 'Techno' Horgan takes a well-earned break to go off and spin his wheels of steel. Or something like that.



Mixing two samples is an excellent way of creating your own original new sounds. This one is a kick drum combined with a bass sample. You could use it either for a bassline, or as tuned percussion.

In Tony's absence this month, I'm going to have a look at a few special effects that you can apply to your *OctaMED* rhythm tracks to add a bit of dancefloor devastation to otherwise dull beats.

FAT BEATS

There are a number of things you can do to add a bit of life to your percussion. One of the best ways to beef up a drum sample is to mix it with another sample. You've probably already experimented with this, mixing kick, snare and hi-hat samples, in order to fit your entire rhythm into one track. However, to get a really kickin' sound, try mixing your percussion samples with samples of tuned instruments. For instance, mixing a really deep analogue-type bass sound with a kick drum produces a really heavy, squelchy dance floor sound. Similarly, try mixing snare and guitar sounds, for a unusual and funky effect. Try adding Laser-type pulse sounds to 808 style snares for a an authentic Sheffield clunk and bleep sound.

The best way to mix instrument and percussion sounds is as follows. First, load the instrument sound into one of the sample locations, and then select the sample editing screen.

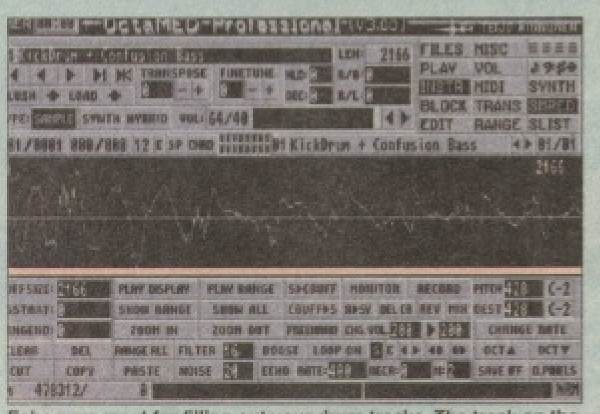
Set the selected Range to be the entire sample, and copy it to the work buffer. Second, go back to the instrument loading screen, and load in the percussion sound you want to mix. Lastly, return to the sample editing screen, and click on Mix. With a bit of trial and error, you'll come up with some really powerful sounds. A hint here is to try an instrument sample which is quieter than the percussion one.

ECHOMANIA

Another way to add a bit of life to a rhythm track made up of individual samples, is to echo the entire track. Select an echo distance of three, and apply it to your rhythm track. This is a quick way of funking up your percussion, and you'll find you can create a great track with only kick, snare, and open hi-hat when you use echo in this way.

BRING OUT YOUR DEAD

You've probably also got quite a collection of hackneyed breakbeats, which are instantly



Echos are great for filling out your drum tracks. The track on the left is the original, the track on the right is the echoed version.

recognisable, and therefore pretty much unusable. One way round this is to sample some more, but in theory at least, you always have to be careful of the copyright laws when sampling other peoples material.

You could always by a sample-compilation CD, but most of these are a tad expensive for the casual user. On the other hand, it's quite possible to breathe new life into a dead breakbeat.

One method, is to apply some sort of sound effect to the sample, preferably in stereo. Most sampling software nowadays has a range of effects built in with which you can process your sample, but the majority of these produce fairly unsubtle results when applied to percussion samples.

So what's the alternative? A great technique, if you can spare the memory and two of *OctaMED*'s tracks (a stereo pair is what we're looking for here) is to use *OctaMED* itself to produce a real-time phasing effect.

To do this, load the same breakbeat sample into two different sample locations. For best results, pick a break beat that stretches over two bars (32 lines of an *OctaMED* block). Play the first instance of the sample (at a reasonable rate!) on line 0 and line 32 of a 64 line block, on say, track 1. Do the same thing on track 2, but this time with the second version of the sample. Now for the clever bit.

From the instrument control menu, fine tune the second version of the sample up or down 1 or 2 points. Now when you play the block, you'll get a phasing effect, with the rhythms moving in and out of the stereo field – great for trance techno type extravaganzas. If you're feeling particularly adventurous, try playing one of the samples an octave down from the other.

If you can't spare the memory or two tracks for the rhythm, you can get a similar effect in mono as follows. In the sample editing screen,Range select the whole sample, and copy it to the buffer. Then, pitch shift the sample a couple of points, and click on Mix. The effect is a lot less subtle than the stereo version, but can be just as effective in the right circumstances.

ON A RAGGA TIP

Another way to squeeze the last bit of life out of a dying rhythm sample, is to change the playing length and sample trigger positions from the normal start of the bar. This is a technique much favoured by breakbeat and jungle techno groups like SL2 and The Prodigy, and works best at fairly fast BPMs. Play your breakbeat on lines 0 and 32, and adjust the tempo so that the rhythms trigger in time, with no glitches. Now trigger the sample on the following lines: 0,6,16,26,32,42,48, and 54. When you play this back, you'll have a rhythm track that sort of rolls around the beat - perfect for just adding a bassline and calling it your finished song!

For a brutal stereo version of this, try playing the same sample on a different track (on the opposite stereo channel) at the following lines: 0,10,16,22,32,38,48, and 58. You might even like to go the whole hog and combine this with the stereo phasing effect.

That's just about all from me, and normal service will resume next issue, with the return of Tony Horgan.

Remember, you don't have to stick to what I, or anyone else suggests, if you want to play ambient techno at 230 BPM in 15/16 tempo, go right ahead. *OctaMED* is a wonderfully-expressive program, and allows whatever musical talent you might have lurking inside you to get out and terrorise the rest of the world! CU

BACKCHAT

Sometimes you just need a shoulder to cry on... and Tony Dillon doesn't mind getting his jacket soggy. Send your Amiga related problems and gossip; to Backchat, CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

FOND MEMORIES

I have owned a home computer since 1984 and have seen many changes in the industry. I remember the days when Epyx were outstanding and floppy drives were the size of double decker buses. I remember rude comments about Spectrum owners. I remember Commodore User, Eugene Lacey, five star ratings and a £1 price tag. I remember blocky, 16-colour graphics and games that took seven minutes to load on cassette. I remember classics like *Thrust, GAC, Park Patrol* and *Raid Over Moscow*. I remember Kempston Joysticks (one of which is still working now after eight years).

I often look back and remind myself about the past... and think: "THANK GOODNESS FOR A1200, CD32, FMV AND CU AMIGA – BIGGER AND BETTER THAN EVER!"

P.S. Your cover disks are excellent, and the free programs that have opened up doors I never knew were there.

P.P.S Thanks for the honest and informative reviews that have saved me a fortune over the years and given me many hours of pleasure.

P.P.P.S Any chance of a CU AMIGA review index in the future as I have so many issues that when I want to look up a review I am often looking for several minutes. (I never buy anything without first reading a CU AMIGA review first).

Anthony Neil Briers, Liverpool.

At this point we had to tie Tony up and lock him in a drawer. Tony is very fond of the good old days, when software was cheap, *Mastertronic* ruled and two-channel sound on the Spectrum was a major programming achievement. True, you the customer have a lot more on offer to you now, and many of you don't realise how lucky you are. 256 colours? Stereo sound? CDs? Pah! Thanks though Tony, your last wish may be granted soon.

A BALANCED ARGUMENT

There seems to be a very anti Sega Mega CD attitude in your magazine and other Amiga publications, especially when comparing it to the CD32. The CD32 has a 68020 rated at 14mhz and the Amiga custom graphics chips which create sprites, hardware scrolling with parallax scrolling. All chips share the same memory, creating a slowdown which results in the system running at just over 1mip performance.

The CD32 also has a chip for speeding up 3D graphics plus a Z80A at 4mhz. It also has the custom graphics hardware in the Mega Drive section plus new graphics hardware in the Mega CD which creates Mode 7 type graphics like the Super Nintendo, but much faster (as seen in *Thunderhawk*). These custom chips have their own allocated memory and so do not wait until other chips have finished. I'm not saying that the Mega CD is better than the CD32. In fact, neither impress me. But I do believe there are just as many reasons for buying a Mega CD as a CD32.

I'm not convinced about the CD revolution myself I'd rather have more processing power than a slow mass storage system. CD games end up being the same as disk ones but with a ton of padding, intro animations, music and various still screens between levels etc. No thanks!

Martin R Wilson, Somerset.

The problem isn't in the stats. True, the Mega CD can pull some fancy tricks that the CD32 can't. The real truth is in the playing, however, and most Mega CD games just don't come up to scratch. Few colours, poor video quality and very few actual playable games, and by that I mean games that aren't just animated sequences. Just compare the Mega CD version of *Microcosm* to the CD32, and you'll see that there's no real comparison.

"There goes Williams again ... trying to win support for his Little Bang theory."

A LESS BALANCED ARGUMENT

As a totally biased CD32 owner I cannot see why the public buy the over-priced opposition. Take the CD-i for example, sure it has built-in FMV, but you pay for it don't you, along with the totally brick-shaped exterior, and a machine which only has films and rubbish adventures available. The 3DO is worse. £600 for a machine without software, yet people buy it.

Personally, I think that if Commodore had spent a little more time and money on the exterior of the CD32, it would have sold millions, not just tens of thousands. It looks too much like a Mega Drive, which is certainly going to put off your more mature buyer. What they want is something which looks more like a CD-i, which granted, looks bad, but doesn't look out of place beneath your video, like the CDTV. The rubbish shape and colour of the CD32 mean that people take one look and think; "Low price – pity it's a games machine."

Of course the CD32 is a games machine, but not totally, as the advent of the FMV module demonstrates. The commodore dream machine truly is a Multimedia device, capable of handling anything the CD-i, 3DO or Jaguar can throw at it.

As I said earlier, the CD32 is a games machine capable of chucking God knows how

TEAM TALK

The team has undergone some drastic changes in the last couple of months. To help the new selection of bods gel together, Lord Emap has reached deep into his pockets and sent us all off on an adventure weekend, where we can collect our thoughts and become one living, breathing entity.

ALAN DYKES

"All right you 'orrible lot", Alan shrieked as the coach pulled into Plumley Manor. "You are the worst bunch of whacked out journos I have ever come across... you boy, don't eyeball me boy! Where are you from boy? Islington? Only two types ever come out of Islington; arties and Arsenal supporters. Which are you boy? Don't eyeball me boy!". Oh dear.



LISA COLLINS

Or Rambo Collins as she now wants to be known. A weekend in the wild has brought out an even tougher side to Lisa, to the point that when she tripped on a gravel path and grazed her knee she insisted on getting a needle and thread from the hilt of her bowie knife and sewing the cut, rather than using the Noddy plasters offered to her by Dr. Tony Horgan.



LETTER OF THE MONTH

WISHFUL THINKING?

After reading in a CD32 dealer brochure about the new CD32 pack and the games bundled with it, I felt I had to write in and express my views. In the past, Commodore have always had fairly-average-bordering-on-pathetic games bundled with their computers. These games were never anything special, they did not stretch the machine to its limits and were only really there to pad out the box. I should know, I bought the *Cartoon Classics* pack which was anything but good. The only game in the pack worth any mention was Lemmings, but then that is out on almost every other computer format. But maybe this pack was understandable – after all, the A500 was a home computer, a very good one, which was more than a "a games machine that can word process" as some PC owners call it.

The CD32 is a dedicated games machine, and one that can far outdo anything else on the market, both in terms of power and hardware. The software that is bundled with it should be playable and take advantage of the amount of space on a CD, not one or the other. Let's look at the games that come with it in this new *Dangerous Streets* pack. First off, *Diggers* was obviously a rush job to meet the machine's release date, on floppy it would be an average game. Next up there is Oscar, this is another average, not very playable game, it really takes advantage of the machine's ability to have 256 colours on screen. We now come to *Wing Commander*, I hope they have done something special to the CD version because it was pretty duff on disk, (even on the A1200). We now have a new game not yet seen before called *Dangerous Streets*, a beat 'em up by all accounts, along the lines of *Mortal Kombat* or *Streetfighter II*. This looks like it will be the real gem in the pack, but I doubt it.

What Commodore need to do is to give some games developers a real kick up the back side and get them producing games for the CD32. I cannot understand why developers are taking "let the market grow a bit then develop some games" attitude. The CD32 market is full of owners crying out for some good games.

All they are getting at the moment is Shovelware. Commodore promised over 80 titles in time for Christmas, this then slipped to around 50. I counted under 30 in a Virgin Megastore in London before Christmas, out of these only five were any good and that was only because they were of floppy origin.

Commodore say that the CD32 is competing against the Mega CD and perhaps the CD-i. This is wrong. The CD32 is competing against any machine that games can be played on, and this includes Nintendo and Sega machines. People are going to walk into Currys, play Mario on the SNES, Sonic on the Mega Drive, Oscar on the CD32 and walk off with a Mega Drive or SNES. The CD32 needs a game that people actually know about, like Sonic or Mario. Probably the only game with a good enough chance of doing this is Zool (I still think that Superfrog was better), but this is available on other formats. The CD32 needs a game bundled with it that is, a) only available on the CD32 and b) very playable. Commodore need an in-house games development group or a software developer to produce good games. (This hat falls rather nicely on Team 17). I suppose the chances of this happening though are small, they've obviously got other things to think about.

I believe that the *Dangerous Streets* pack is a mistake, Commodore should have waited for some more games to come out first. I think that the ideal pack, (made up of games out, or due out over the next few months), would look something like this:

Beat em Up: *Mortal Kombat* or *Rise Of The Robots*
Platformer: *Zool* or *Soccer Kid*
Simulator: *TFX*
Shoot em up: *Microcosm*

I feel that this pack would sell very well; as long as it wasn't too expensive (ie, below £300).

I do not own a CD32 but I do intend to get one. This is because I know it is a very good games machine. I hope and think the CD32 will have a bright future.

Paul Palmer, Buckhurst Hill.

Bundled games are free, so you can't really expect the greatest pieces of software on earth. A game like TFX will make a killing when it is finally released, so there is no reason at all to sell it at a very reduced cost in a bundle. I do agree with you though, bundled software should be of a far higher quality than *Dangerous Streets* – and guess what? *Microcosm* is due out in the latest bundle!

many polygons around the screen, displaying even more colours, with no slow down, and the storage space for huge games like *Rebel Assault*, *Liberation* and *Microcosm*. But what's happening to all the games promised? "We'll have 80 games out by Christmas". say the publishers. Bull! Divide that by 10 and the true figure is displayed, most of the games released are tarted up floppy releases with the odd extra colour screen, or another sample of speech when you get hit, or an intro, which is nice but hardly pushes forward the boundaries of games playing to any extent. Some companies release their games as total ports from the floppy counterpart.

Take *Mean Arenas* for example, the floppy disk even appears on screen when the disk is accessed. Some other publishers, such as Renegade and Team 17, seem to have forgotten about their plans for software altogether, resulting in another fifteen or so games which were promised, not appearing.

If Commodore don't hurry up and get prices, hardware and software sorted out, my CD32 is going in the classified section of the local paper, so I can buy something else more worthwhile.

Name and Address supplied.

As any developer will tell you, 650Mb is a lot of space to fill, and if you want more than just a fancy introduction or some CD audio tracks, then it's going to take quite a while to fill that space. For the near future, most of what we'll see on the CD32 will be ports from floppy versions, until the market grows to the point where developers can afford to spend a year creating the size of game the CD can hold.

A PROBLEM SOLVED

A year ago I wrote to you complaining about the lack of math programs on the Amiga.

However, in November I found a program called *Maple V*, written by Maple Software in Canada. I read in a USA magazine how it can do mathematical calculations. So I bought it, went home, tried to run it on my A1200. Of course it did not work, because you can't expect such a program to work without a FPU.

After one or two months, I bought a MBX1200z FPU board. Great!! Maple was working. Maple V is as powerful as the PC Heavyweights Reduces and Mathematica. It uses 7Mb of hard disk space. It's fast even with a 14 Mhz 68881 FPU. It solves equations, integrals and many more at the touch of a button.

I think with the advent of A1200 and A4000, Amiga users began to use their machines in more serious and useful ways.

Three years ago I was playing games only on my old A500. But now I am solving problems with Maple V, writing letters with Final Copy, video titling with ScalaMM etc on my powerful A1200 while most of my PC-owning friends are only playing games on their expensive and ultra-fast (!) machines.

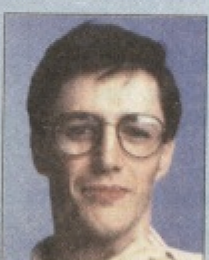
I am a Commodore fan. I've been using CBM machines since 1984. The news about the new Amiga Windows NT is very exciting. If Big C release it, I am sure that my next computer will be an Amiga Windows NT.

Sinan Gurkan, Istanbul.

"It sounds stimulating", said tech bod Andy Leaning-Over-Into-A-High-Wind, yet he had to admit that he had never seen it. Any more interesting or unusual software out there?

ANDY LEANING

Andy Leaning-Alarmingly-To-The-Left revealed the James Bond side of his character by managing to find a secret Russian spy base some 15 miles below a remote piece of woodland. Using all sorts of extra gadgets plugged into a GVP A1230 Pro II, he spotted a satellite dish some two millimetres across hidden in the branch of a tree.



TONY HORGAN

"Always be prepared", is Tony's motto, but he could never have been prepared for what the wilderness had in store for him. No decks, no record shops and no raves. Undaunted, Tone set to work on couple of trees with a Swiss Army knife, and before you could say 'Let The Beat Control Your Body', he had whipped up a primitive, but workable sound system .



JOHN KENNEDY

John vanished the moment we reached the Manor, shouting something like: "Where can a man get a drink around here?". Two days later the small fluffy woodland animals came racing out of the forest, fleeing from the worst smell ever and some green smoke. In the middle of it we found John creating home brew stout, with dandelion petals and tree bark.



JASON HOLBORN

Jason had to hide in the hotel after the first day, as members of the local village community rushed out to collect their corn harvest. Jason's a big lad, you see, and the problem was that many of the villagers assum- ed he was the jolly green giant, come to tell them that the corn was just right. Jason denies this but he sang 'Ho ho ho' all the way home!



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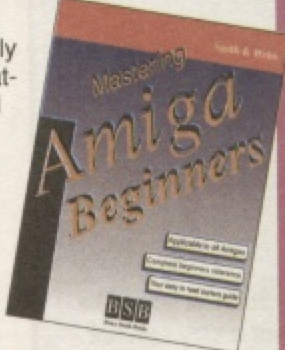
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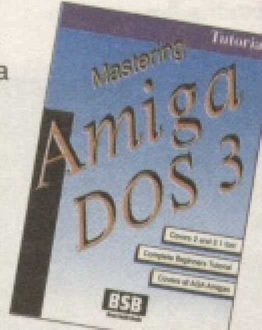


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CU AMIGA NEXT MONTH

Watch out, Lisa's about. Need advice on your Amiga art? Then send it into Commando Collins quicko! She's mean as hell but she'll help you out.

ACID VS CORPORATE VIDEO!

The Amiga is leading the way in underground club visuals and alternative pop videos – we talk to the people on the cutting edge of acid video, and tell you all you need to know about how to do it yourself.

Meanwhile, mainstream television, film, video companies and artists are using the Amiga's graphics and video capabilities to spice up their productions. If they're doing it why can't you? CU AMIGA Investigates.

PRODUCTS/SOFTWARE

***Image FX* update – review!**

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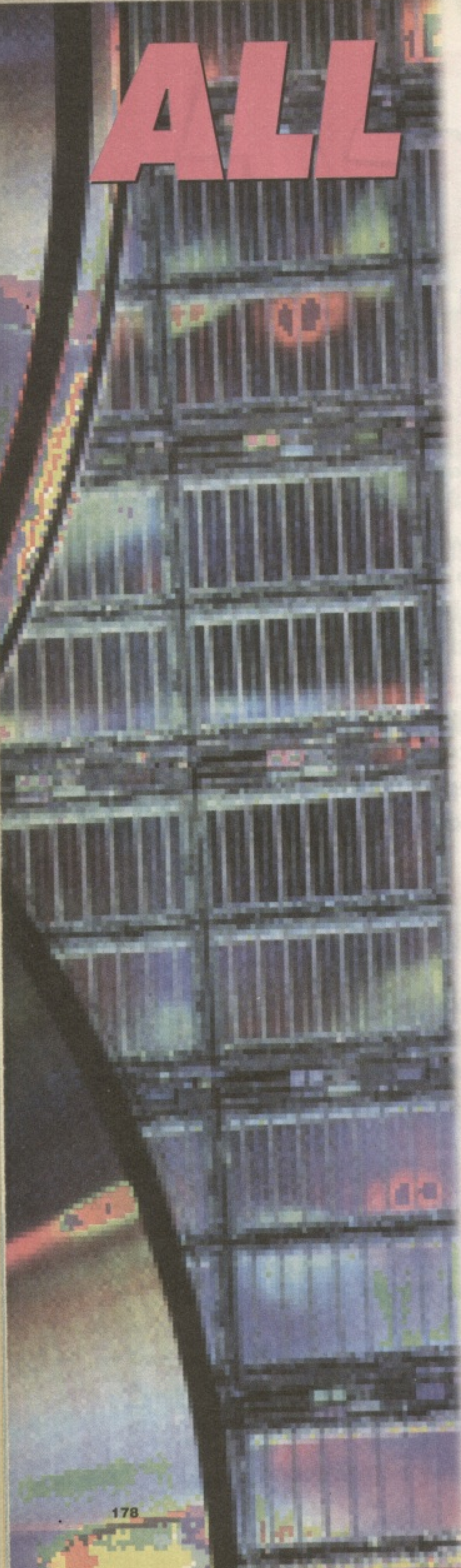
***Ishar 3*, gadzooks it's looking good!**

***UFO*, landing on the 19th of May**

***Dreamweb*, we spied 'er first!**

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ALL CHANGE

Meet our new technical editor and tell him what you'd like to see different about CU AMIGA.



My name's Andy Leaning, and I'm the new Technical Editor of this fine magazine. Before joining CU AMIGA I worked for Silica Systems, a company that will be familiar to many of you. In fact, I'll bet that I've probably met or spoken to most of you (believe me) during my multifarious career at Silica. Based in Kent, they are one of the UK's largest Amiga dealers and whilst working for them I came to love this computer.

Let's face it, what other single system lets you play games better than any console, create perfect typeset documents, write a novel, and mix your own records? And to top it all you can get one of these brill machines for next to nothing – the Amiga is simply superb.

I started working for Silica around the time the Amiga was released, way back when the A1000 was first announced, and since then I've seen it grow from a niche computer to become the biggest selling range of home computers in the UK. And now, with the Amiga CD32 it looks set to get even better, becoming not just the best home computer, but also the most popular CD games console around!

ALL CHANGE

Whilst at Silica I did a variety of different things, including beta testing *PageStream*, supervising their technical support teams and writing various adverts, brochures and manuals.

However, after seven very enjoyable years there, I decided it was time for a change. But where was I to go? I love using the Amiga, and the thought of going somewhere that used huge, complex, PCs or simplistic Macs just wasn't appealing. One of the Amiga magazines was an obvious choice.

But there are loads of Amiga magazines – apparently something to do with the vast numbers of Amigas now being sold! – at the last count there were eight different titles on the news-stands, so which one would I choose? Well actually, that was the easiest part.

RESPECT!

My role at Silica, for the last three years, was head of PR, or press relations. In this position I got to know all the UK magazines pretty well, dealing with them on a regular basis.

During this time, I came to respect one more than the rest: CU AMIGA. Like you and I, the crew who write it love the Amiga and are totally committed to it. They're Amiga users who write for Amiga users. The technical reviews are researched and written by people who know what they're doing and have used the Amiga for more years than they care to think about.

The games reviews are not only up to date, but also truthful, and written by the best games players in the UK. For the low down on Amiga there can't be a better source of information.

But unlike some other magazines, CU Amiga's writers are not blinded by their love for the machine. They won't let their judgment be hindered – if something's crap they say so, and they can't be bought. This is one of the reasons CU AMIGA doesn't just hand out awards. You won't see Screen Star or CU AMIGA Top Rated awards often, so when you do you can be sure the software or peripheral that's won them is the very best.

But the real reason I've chosen CU AMIGA is the atmosphere here. Working for CU AMIGA is above all good fun. Unless it's time to get the reviews written, and copy in (when Lisa comes chasing), we get to play around – but with a purpose. We test the latest software, experiment with new peripherals and batter existing upgrades, this of course means we get to use our Amigas for hours on end. Unfortunate eh? But the more time we spend on our Amigas the more we can write for you.

SO WHAT'S NEW?

So what changes will I be making as techie supremo? Well, regular CU AMIGA readers will be pleased to know there's nothing dramatic in the pipeline at the moment. The style and content of CU AMIGA's reviews will remain largely the same. After all, it works – CU AMIGA is now the fastest growing Amiga magazine in the country. Its combination of impartial, authoritative advice and information, coupled with (we hope) a sense of humour allows us to give you all the information you need about the Amiga without being too technical or confusing.

What you will notice however are subtle improvements, making the technical features even more helpful, more detailed and yet easier to read. From this issue onwards you'll notice that the major reviews now have comparison boxes. In these you'll find a list of the major competitors to the product concerned, making it easier for you to make an informed buying decision.

TALK TO ME PEOPLE

Other small, but useful, changes will be introduced over the coming months. If you have any ideas about what you would like to see featured in CU AMIGA, please drop me a line. I'd love to hear from you. I don't want to sound as though I'm copying anyone else's marketing slogans but we *are* a listening magazine and, well, I'm its brand shiny new ears.

This month, we've exclusively reported on a CD-ROM system for the A1200. At the moment it's not destined to be FMV compatible, but it has to be a step in the right direction. This, the continuing high sales of the A1200 and the CD32 and the wealth of software that's being produced for both machines means that I feel very confident about the future. Whatever happens, keep reading CU Amiga, we'll make sure that you know exactly what's happening. CU

If there are any new features or ideas you would like to see incorporated into CU AMIGA why not write to: Top Tips For Andy Leaning, CU AMIGA, Emap Images, Priory Court, Farringdon Lane, London EC1R 3AU.



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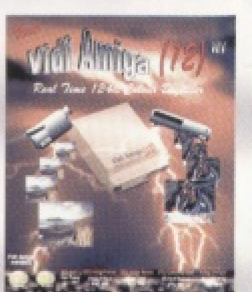


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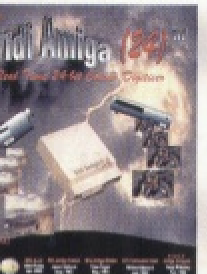
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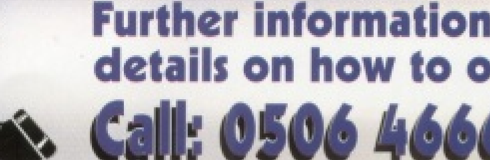
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